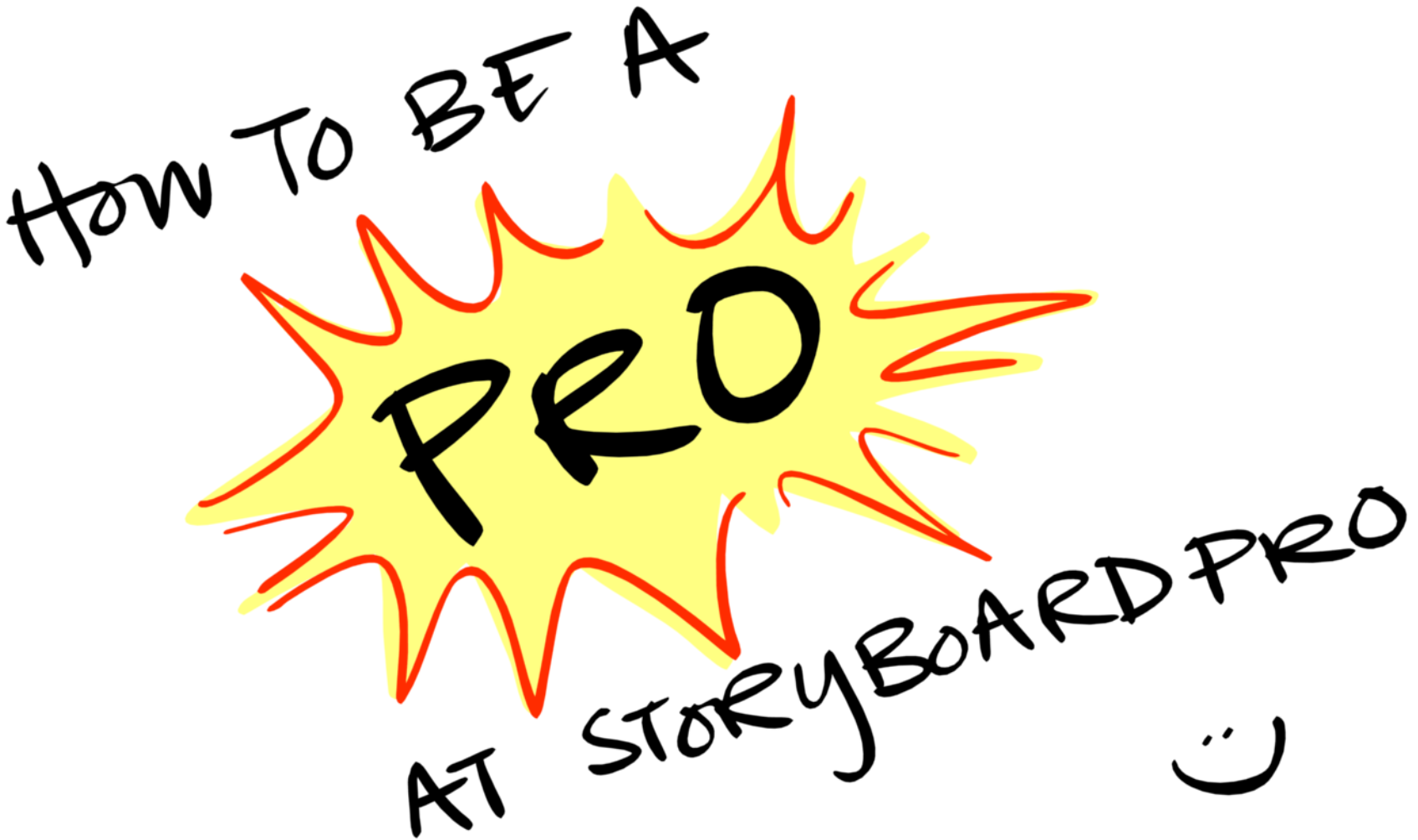


@vusniere

1. QUICK BASICS
2. SETTING UP YOUR WORKSPACES/ PREFFERENCES
3. DRAWING
4. DRAWING FAST (SHORTCUTS!)
5. CAMERA
6. CONFORMATION (SBP IN PRODUCTION)

TWO MAIN IDEAS...

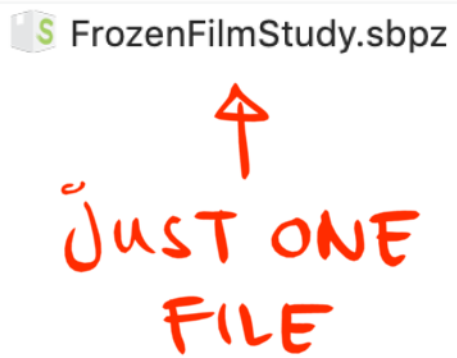
- DRAW EFFICIENTLY

- KEEP IT NEAT!

(YOUR FUTURE TEAMMATES WILL THANK YOU)

QUICK BASICS

.SBOARDS VS .SBPZ



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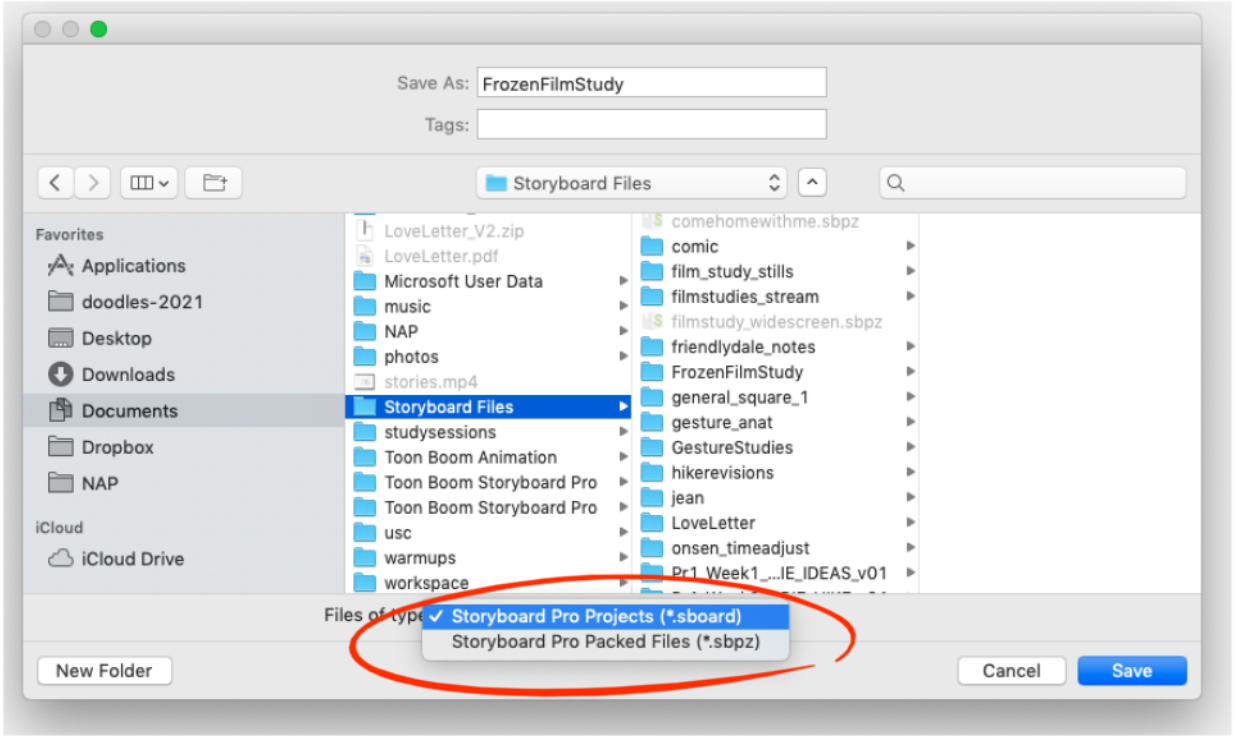
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Storyboard Files
Favorites
Applications
doodles-2021
Desktop
Downloads
Documents
Dropbox
NAP
iCloud
iCloud Drive
LoveLetter_V2.zip
LoveLetter.pdf
Microsoft User Data
music
NAP
photos
stories.mp4
Storyboard Files
studysessions
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Toon Boom Storyboard Pro
Toon Boom Storyboard Pro
usc
warmups
workspace
comehomewithme.sbpz
comic
film_study_stills
filmstudies_stream
filmstudy_widescreen.sbpz
friendlydale_notes
FrozenFilmStudy
general_square_1
gesture_anat
GestureStudies
hikerevisions
jean
LoveLetter
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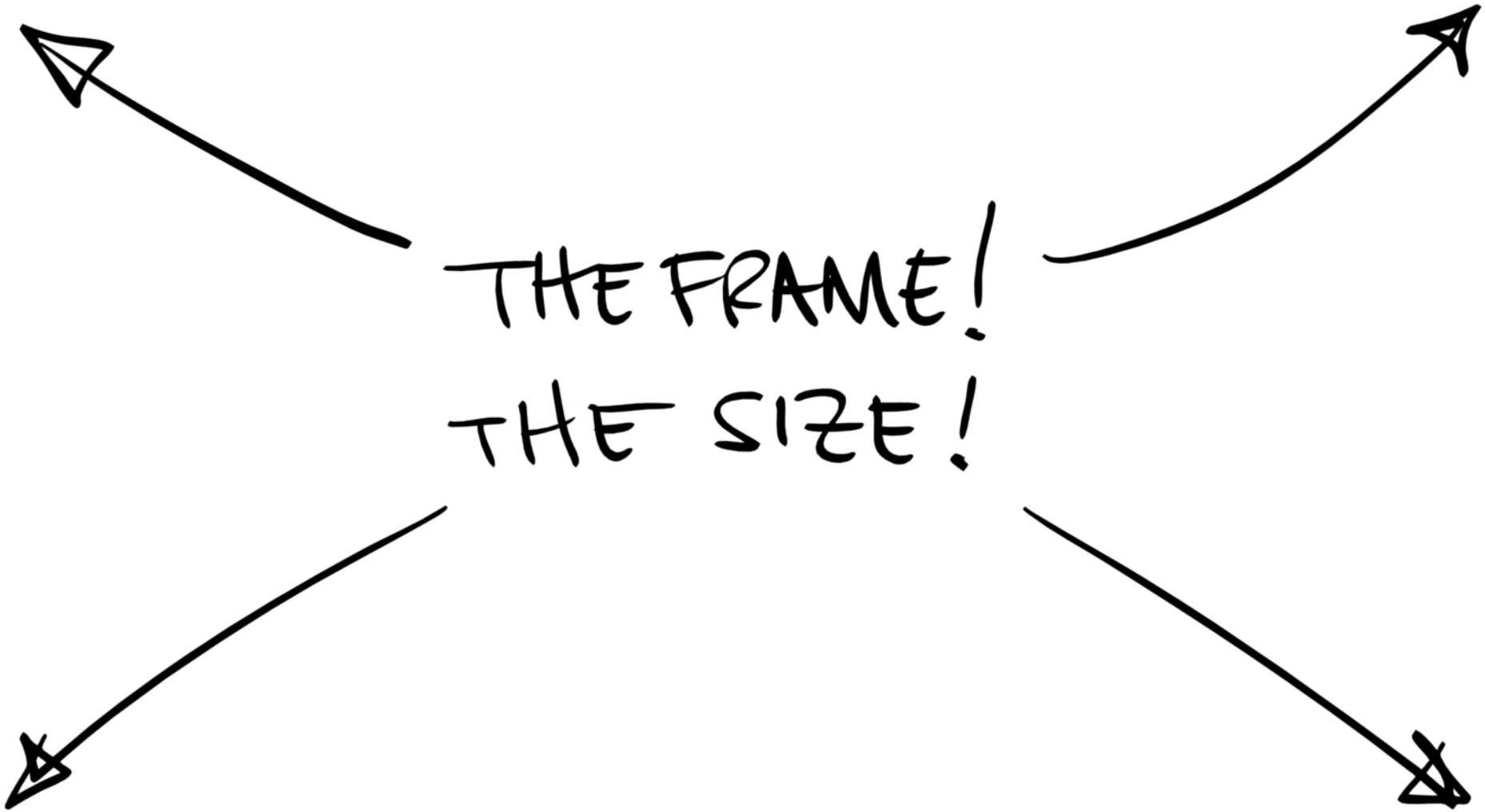
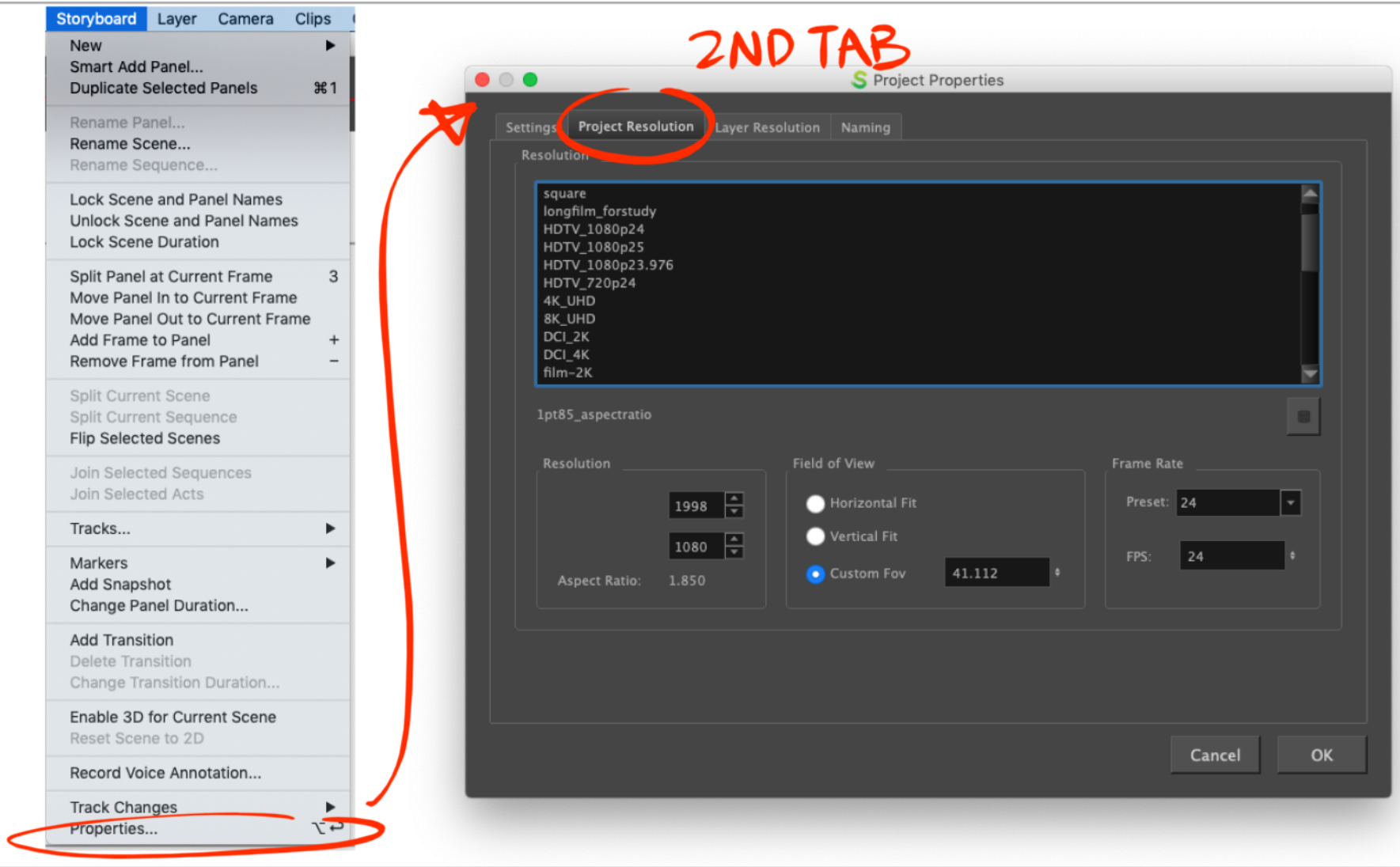
Storyboard Pro Packed Files (*.sbpz)
New Folder
Cancel
Save


THE FRAME!
THE SIZE!


Storyboard
Layer
Camera
Clips
New
Smart Add Panel...
Duplicate Selected Panels ⌘1
Rename Panel...
Rename Scene...
Rename Sequence...
Lock Scene and Panel Names
Unlock Scene and Panel Names
Lock Scene Duration
Split Panel at Current Frame 3
Move Panel In to Current Frame
Move Panel Out to Current Frame
Add Frame to Panel +
Remove Frame from Panel –
Split Current Scene
Split Current Sequence
Flip Selected Scenes
Join Selected Sequences
Join Selected Acts
Tracks...
Markers
Add Snapshot
Change Panel Duration...
Add Transition
Delete Transition
Change Transition Duration...
Enable 3D for Current Scene
Reset Scene to 2D
Record Voice Annotation...
Track Changes
Properties...
2ND TAB
Project Properties
Settings
Project Resolution
Layer Resolution
Naming
Resolution
square
longfilm_forstudy
HDTV_1080p24
HDTV_1080p25
HDTV_1080p23.976
HDTV_720p24
4K_UHD
8K_UHD
DCI_2K
DCI_4K
film-2K
1pt85_aspectratio
Resolution
1998
1080
Aspect Ratio: 1.850
Field of View
Horizontal Fit
Vertical Fit
Custom Fov 41.112
Frame Rate
Preset: 24
FPS: 24
Cancel
OK

★AUTOSAVE★

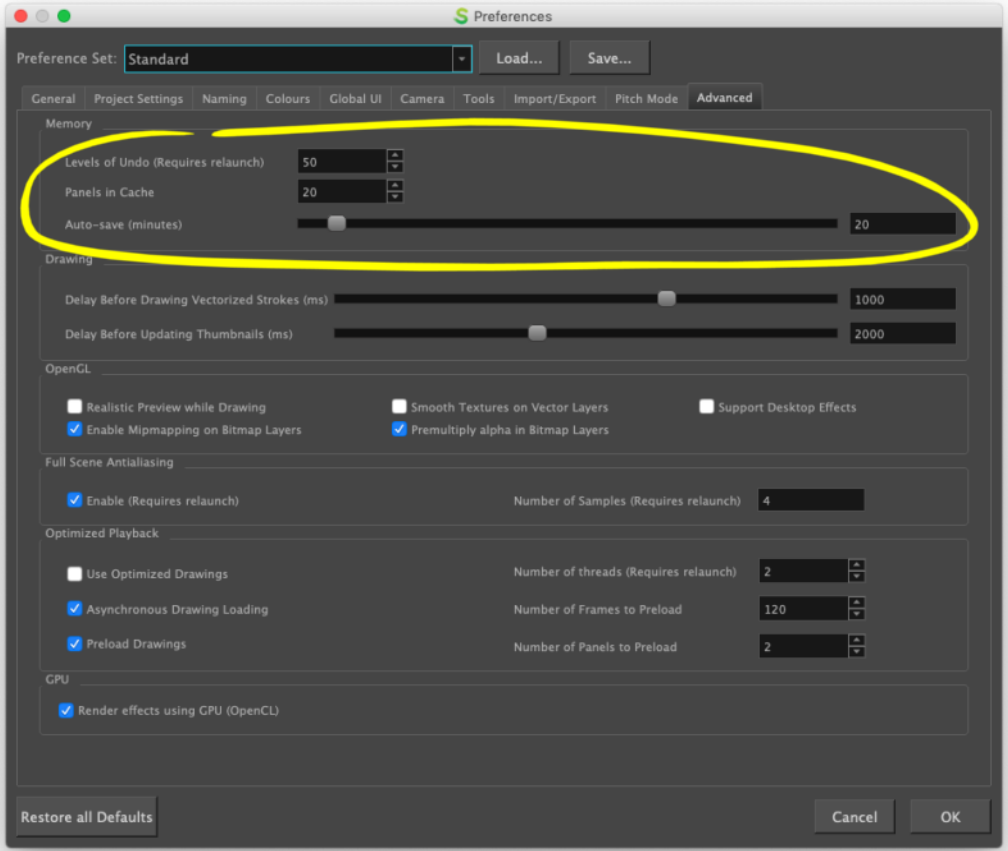
TURN THIS ON. SERIOUSLY.

STORYBOARDPRO

> PREFERENCES

> ADVANCED TAB

THIS SOFTWARE WILL CRASH. BE PREPARED :)



SEQUENCES, SCENES, PANELS

*DEMO! SET THIS UP

SEQUENCE

SCENE

PANEL

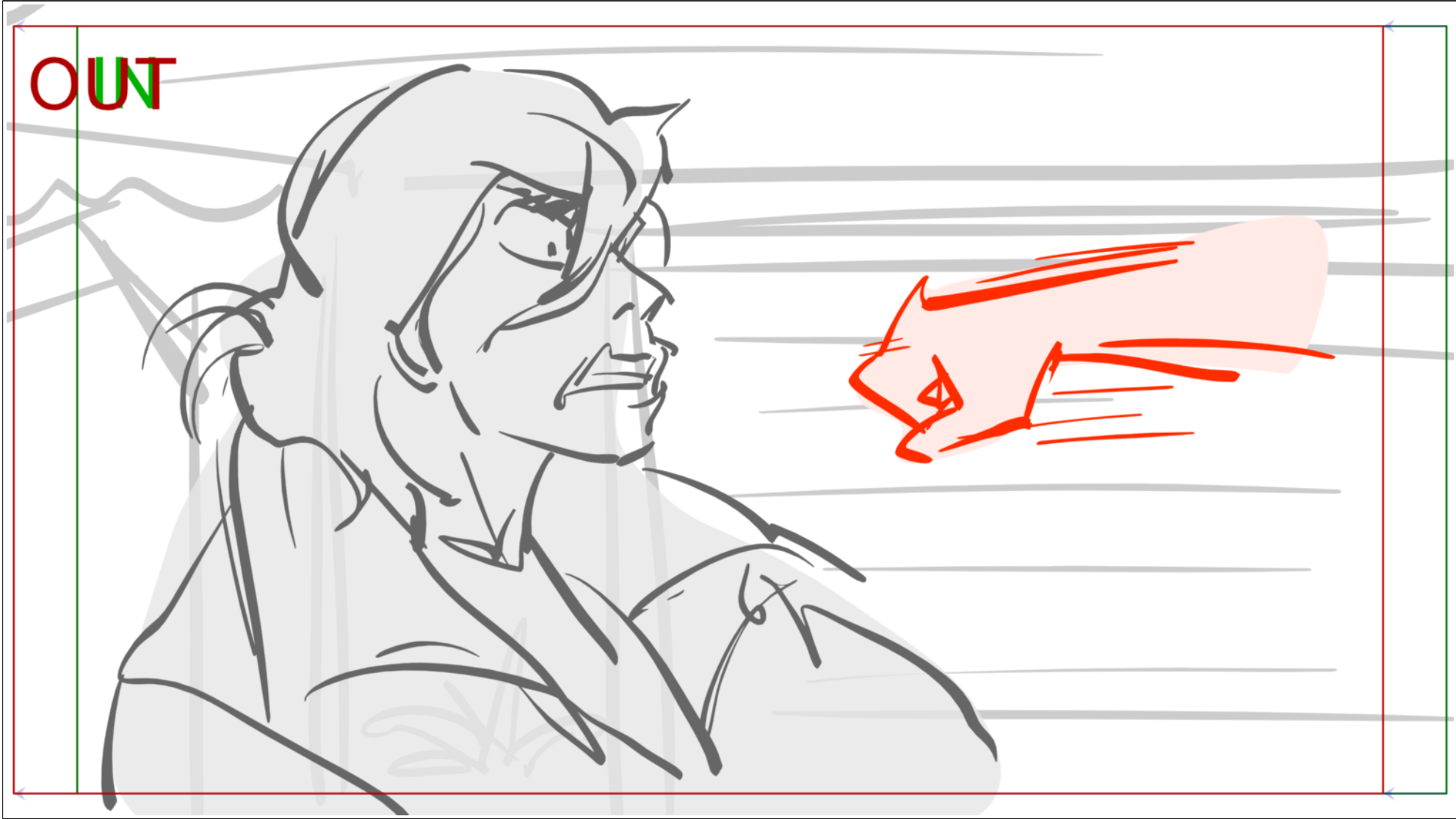
YOU CAN SEE ALL THIS INFO HERE!

KEYWORD
SETTING UP YOUR
WORKSPACE!

STAGE VIEW + CAMERA VIEW

AND WHY IT MATTERS

OUT
IN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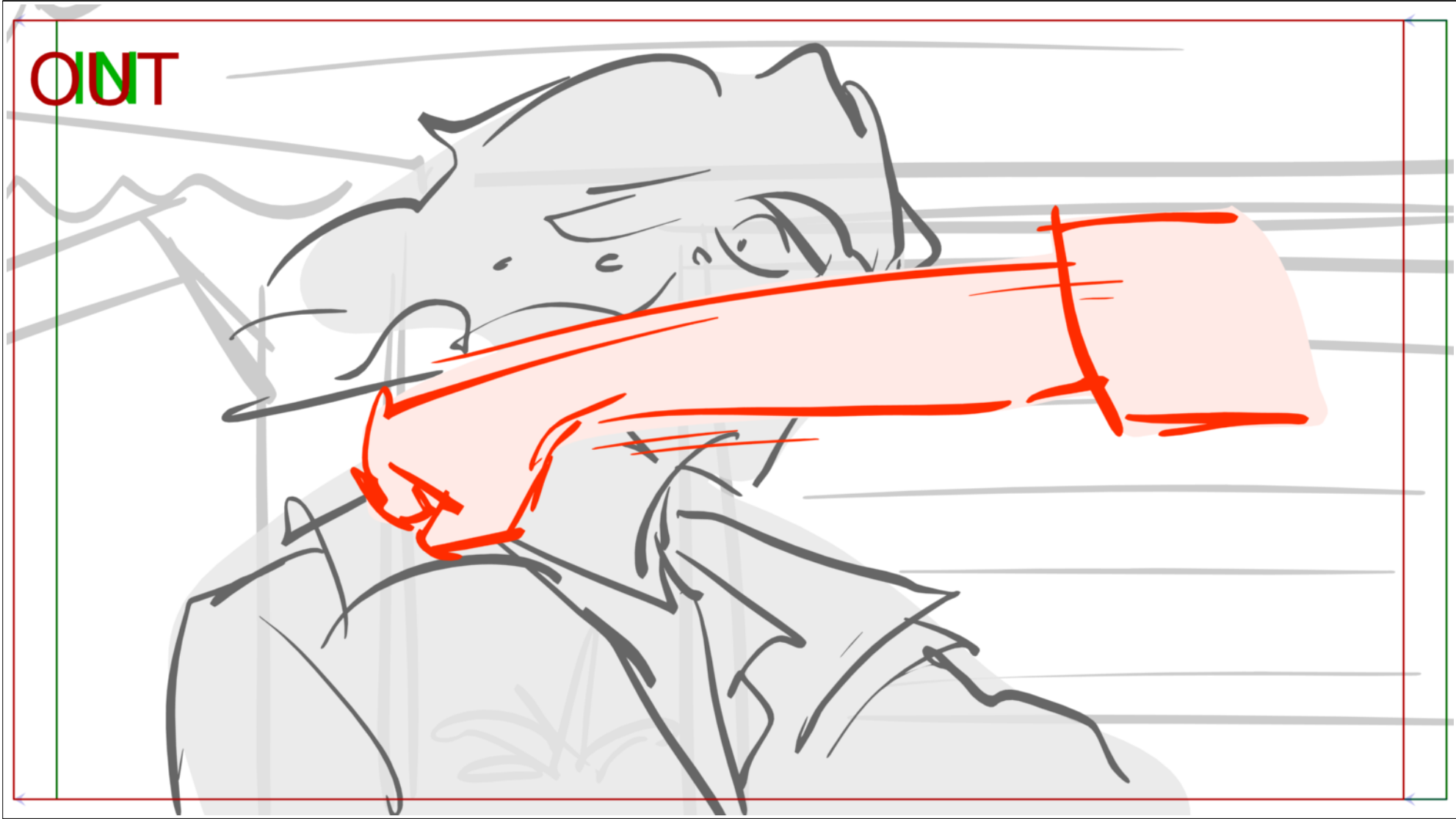
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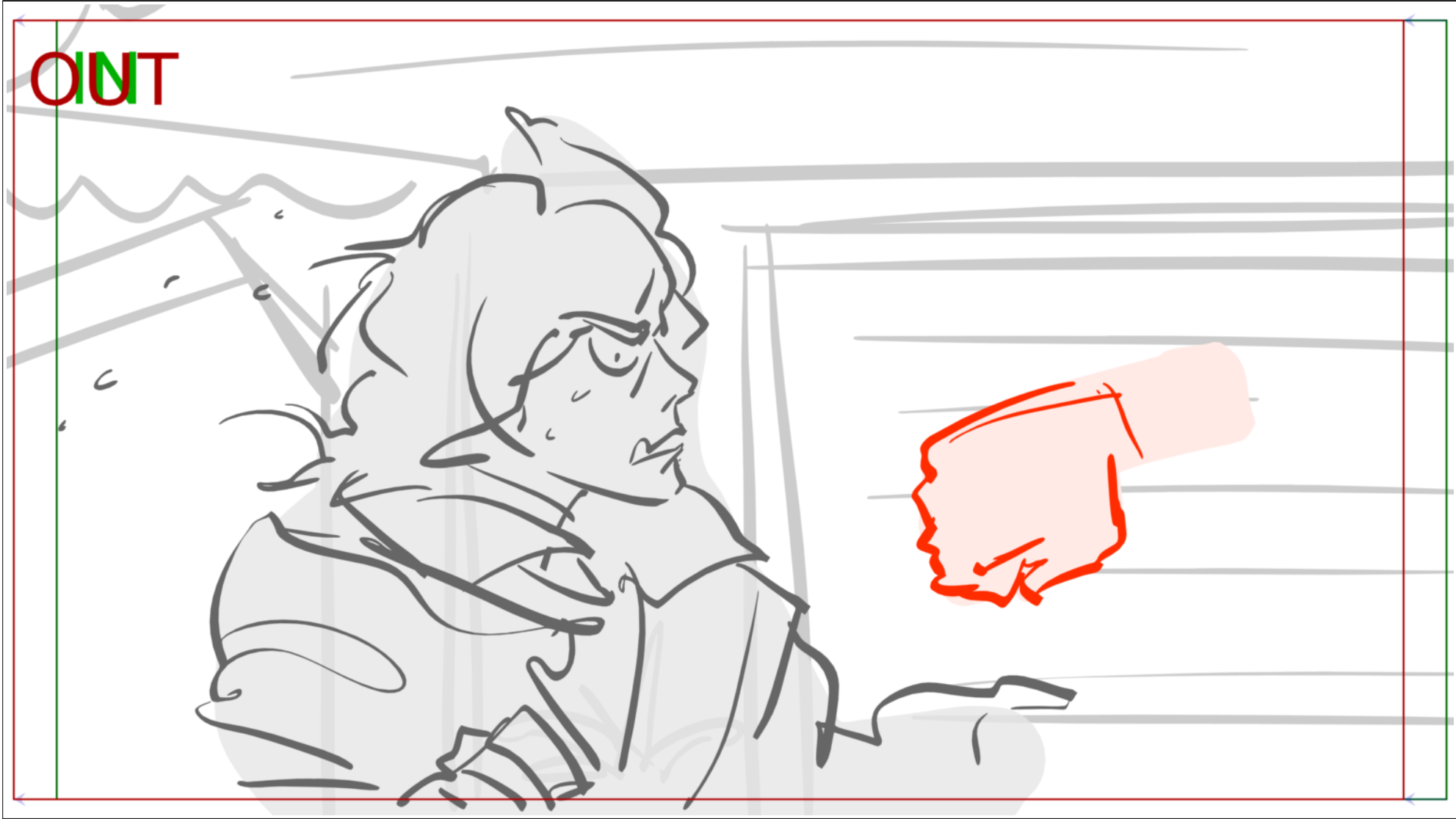
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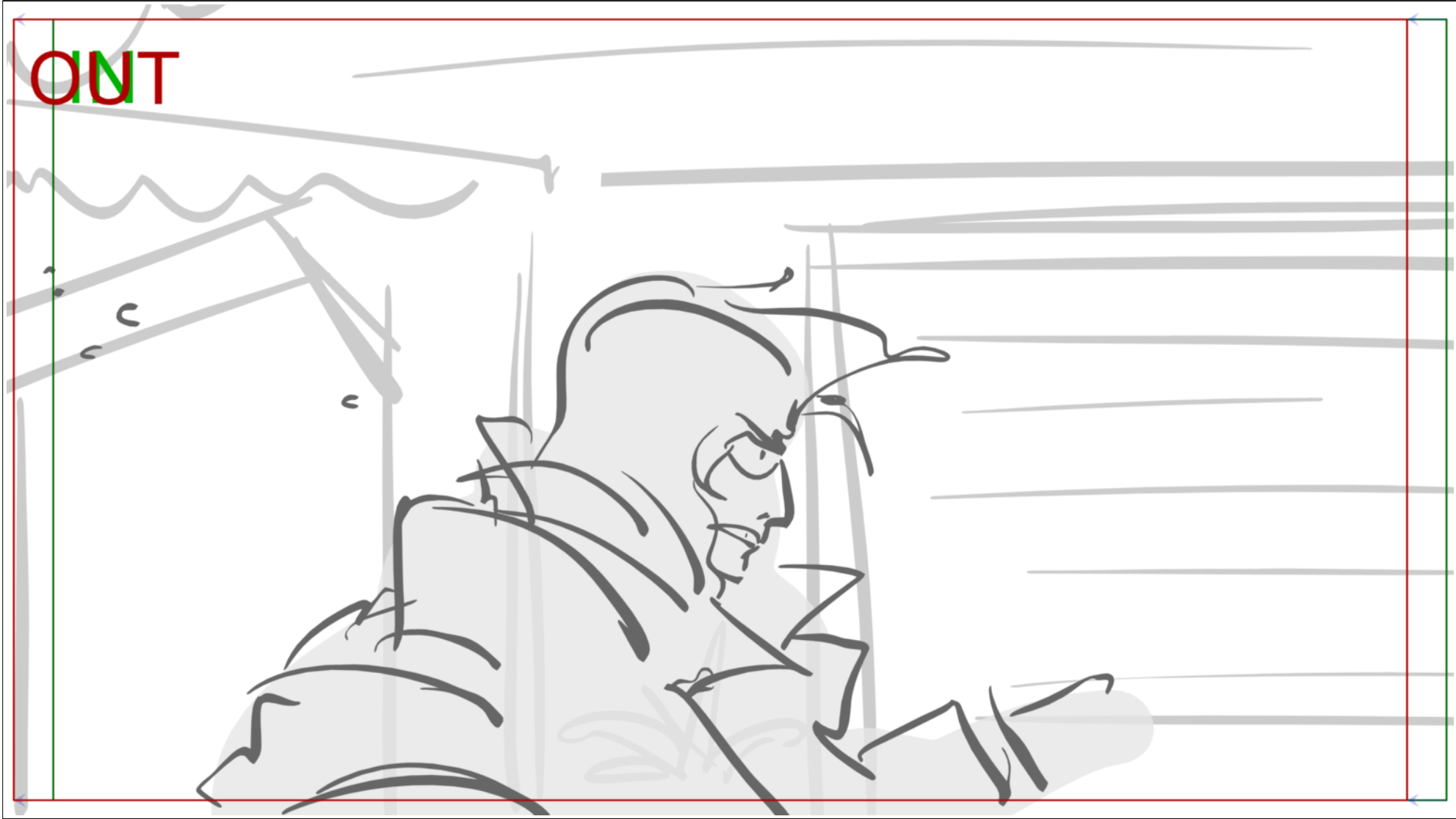
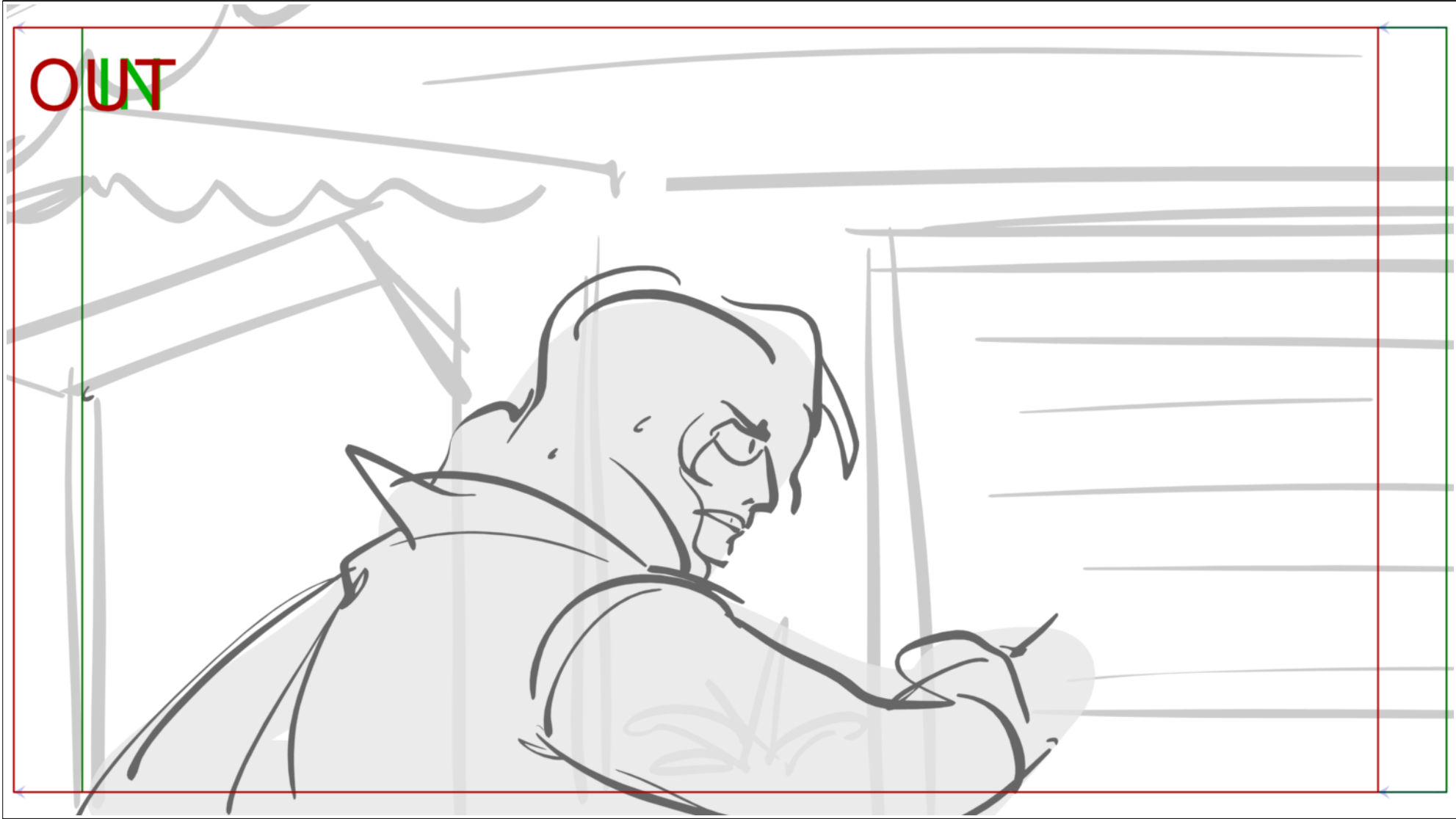
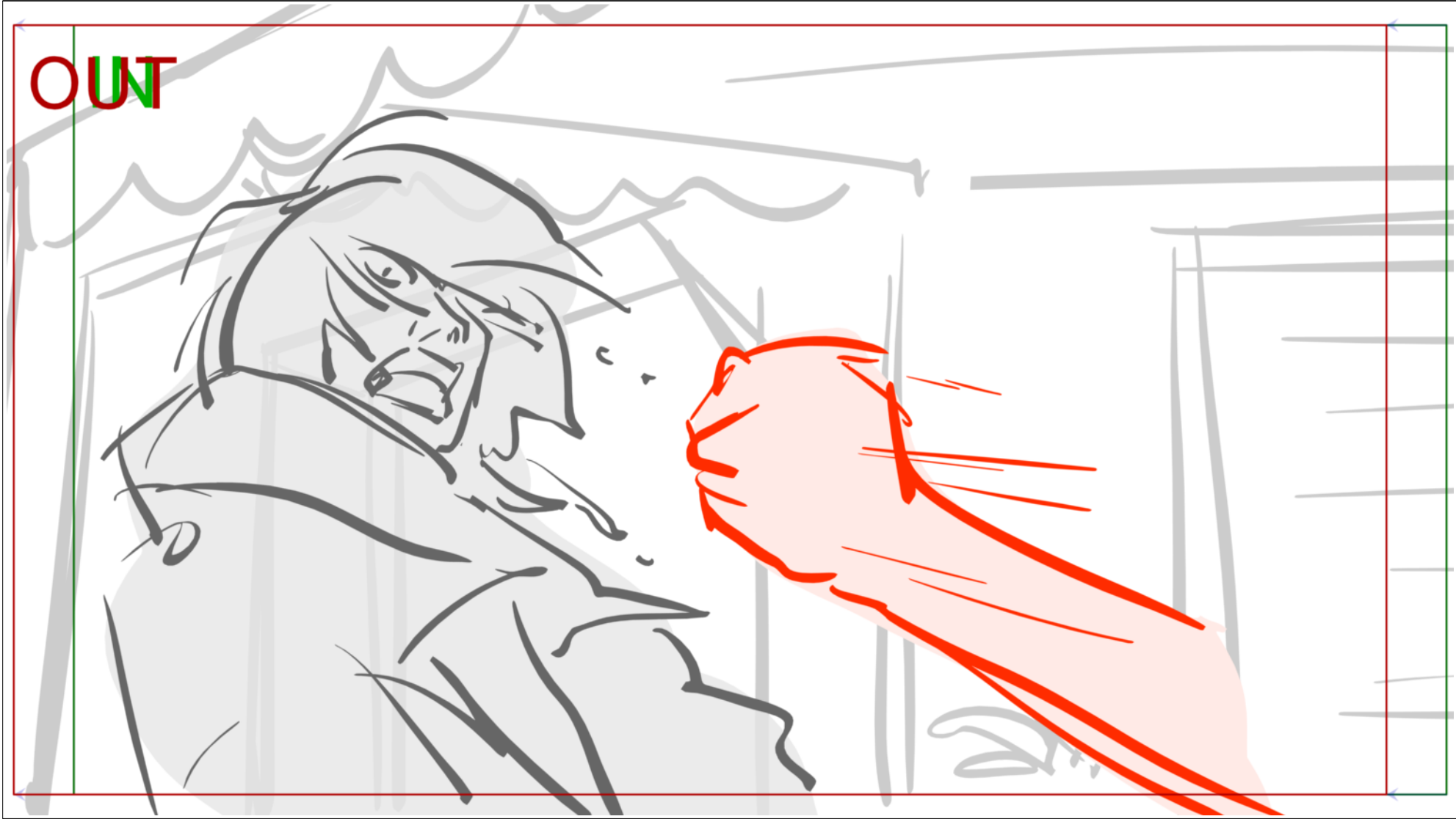

OUT
IN


OUT

OUT
IN

OUT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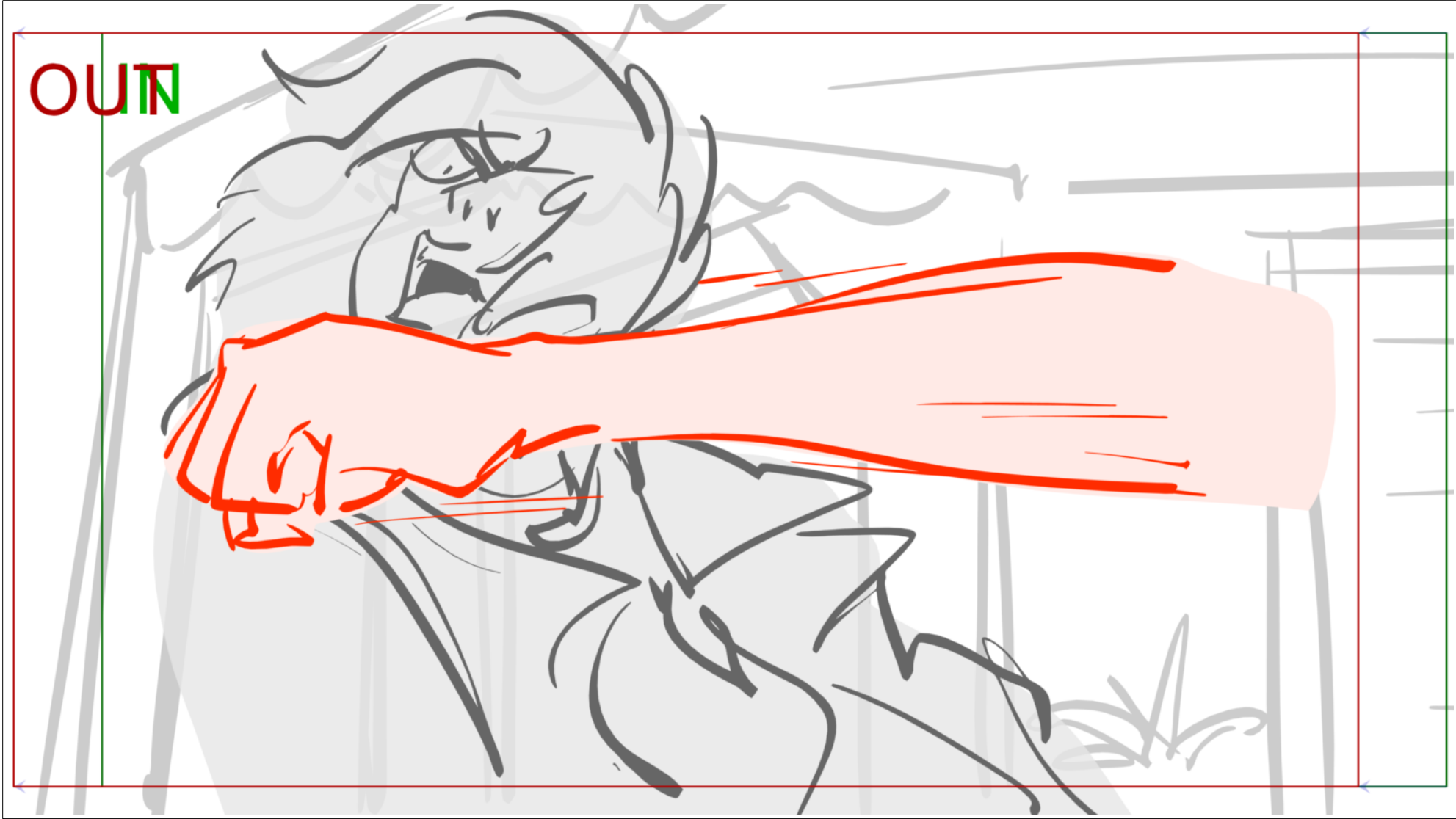
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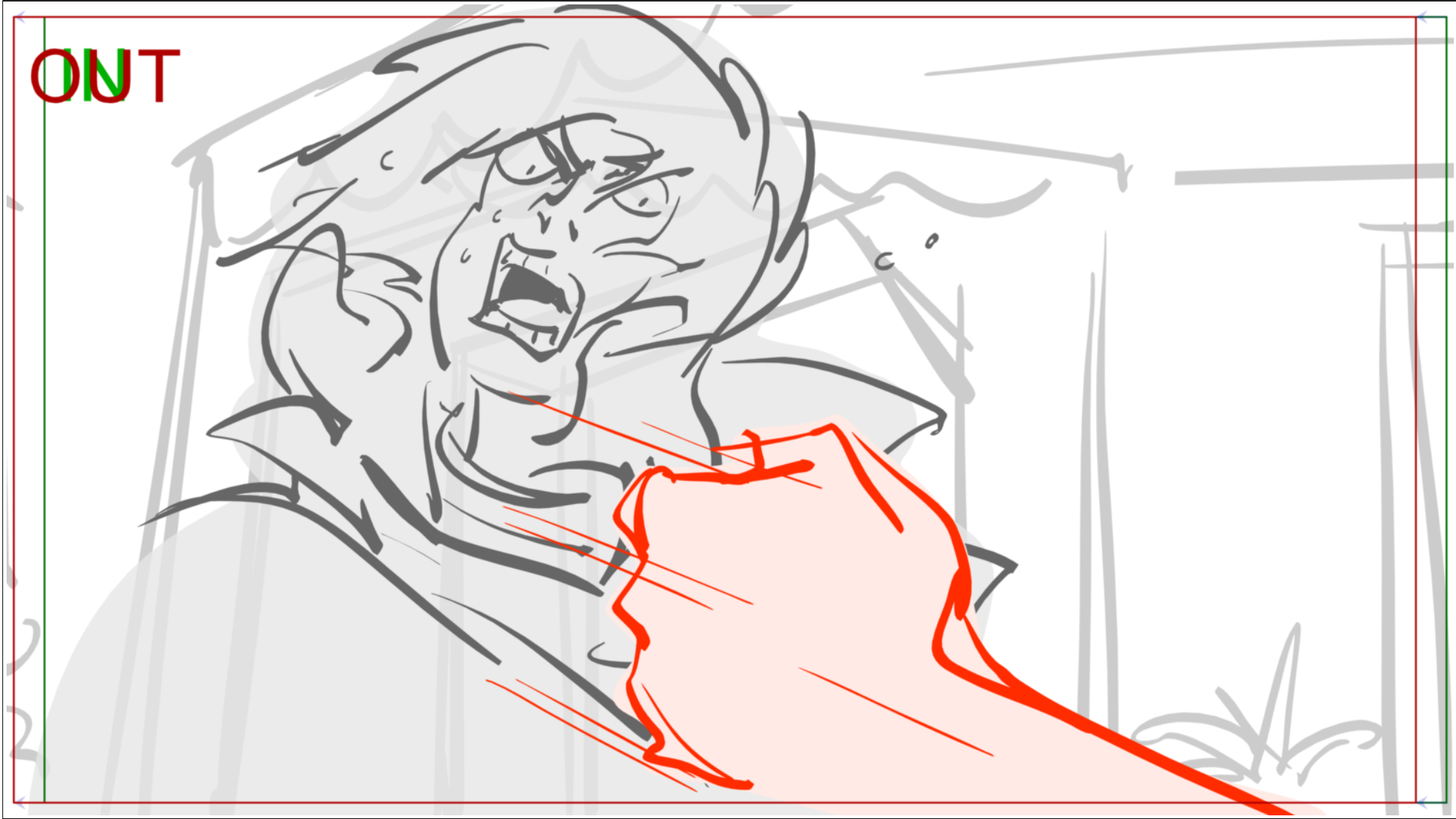
OUT
IN

OUT

OUT
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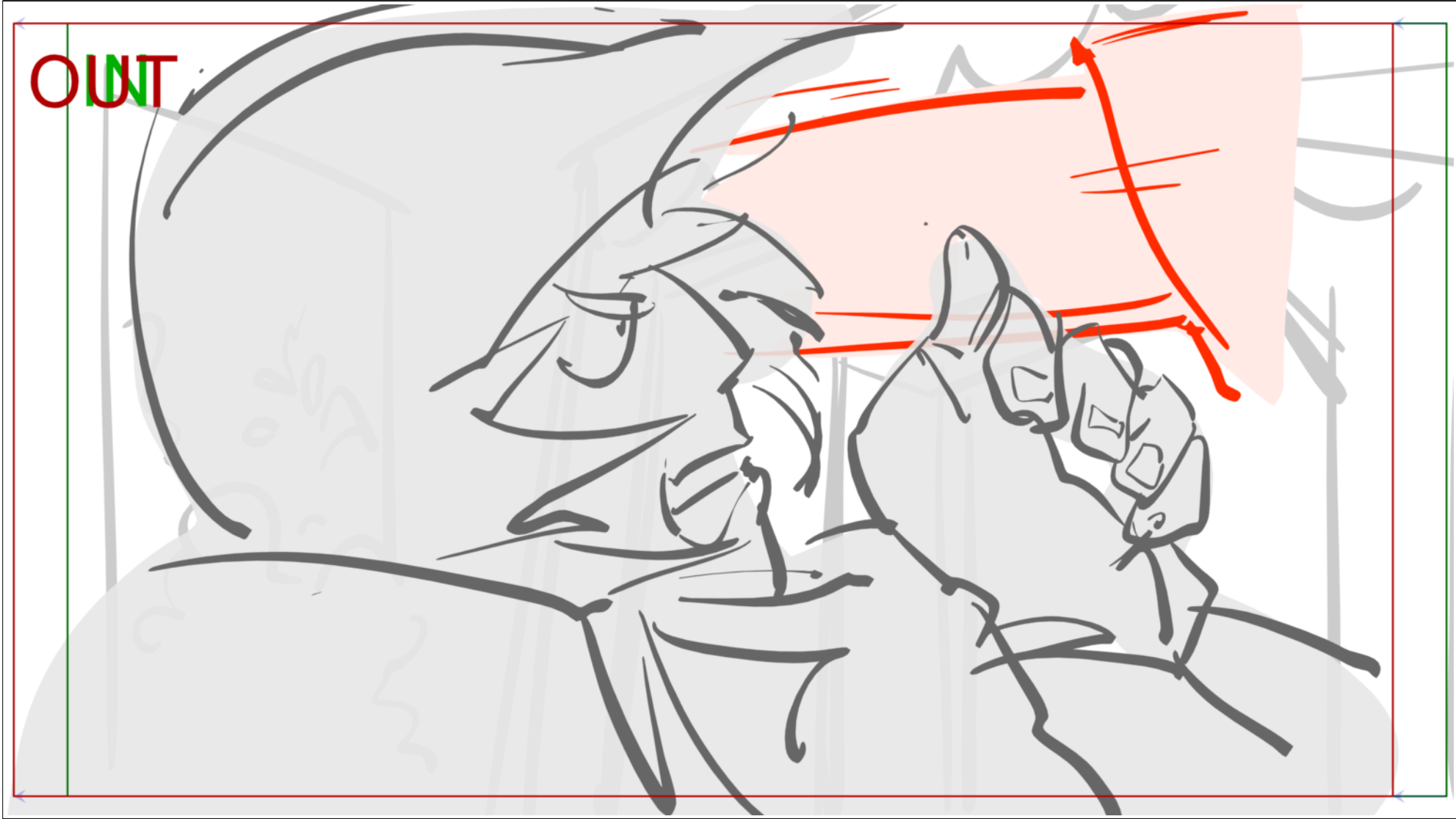
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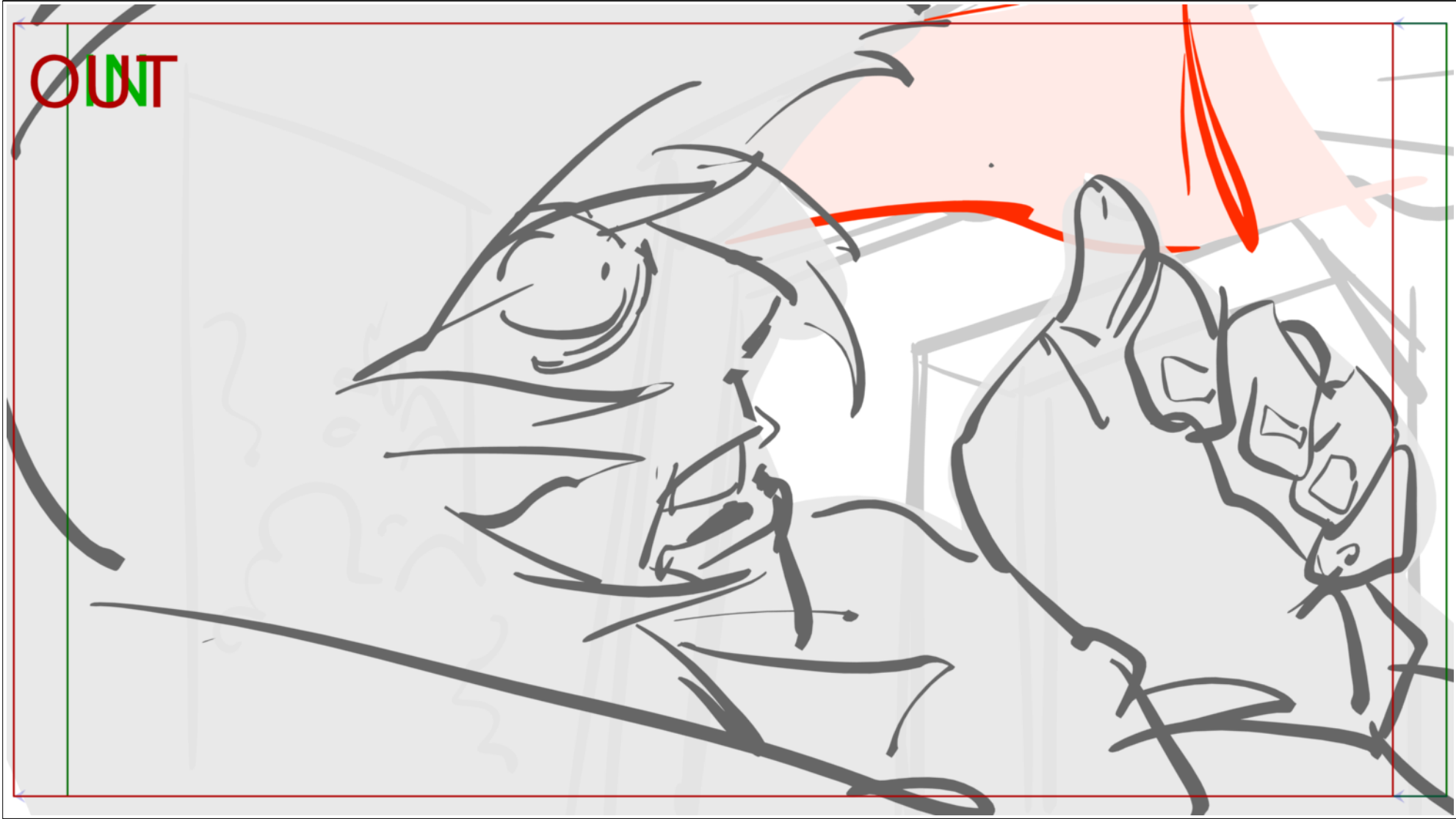
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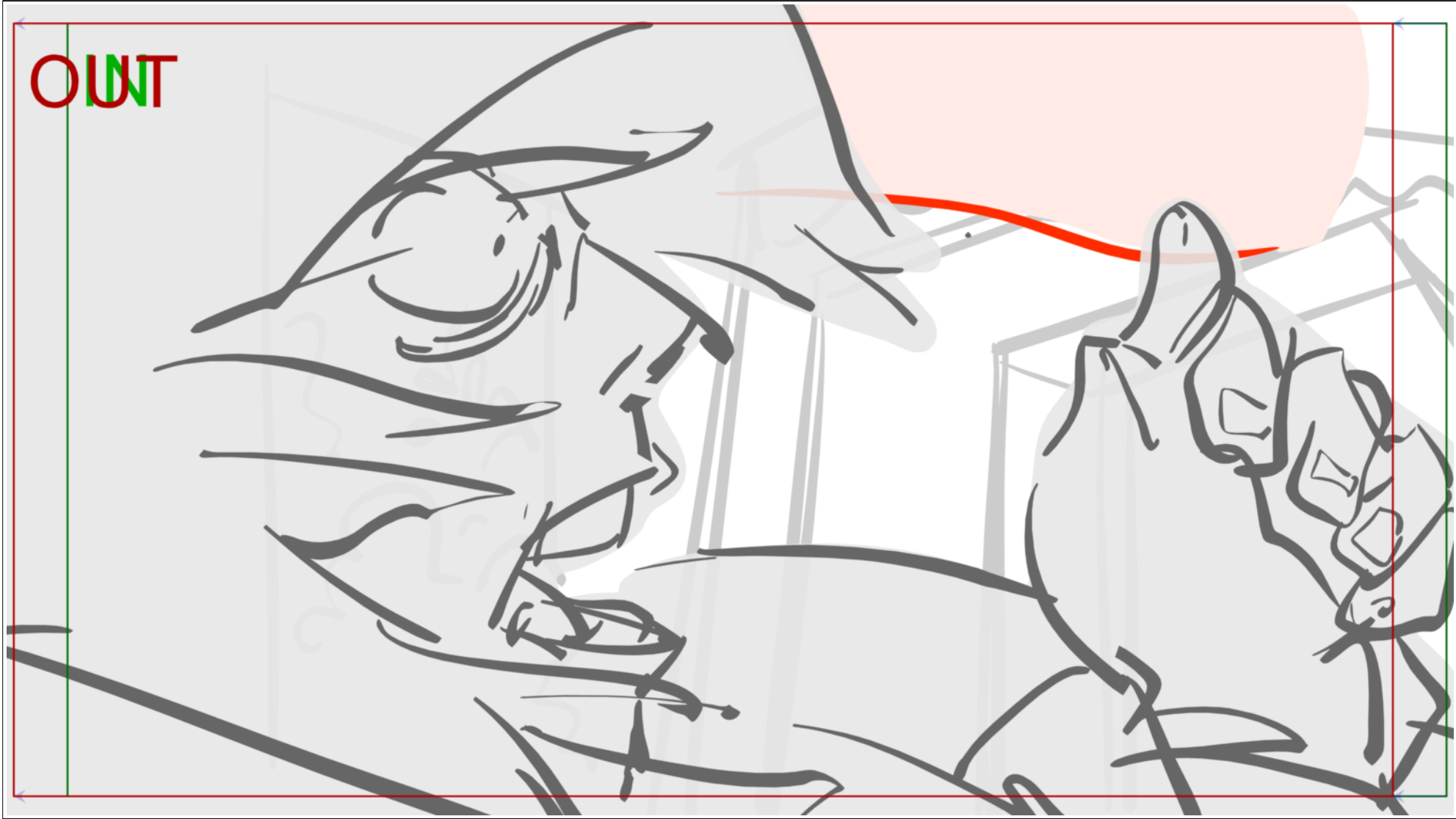
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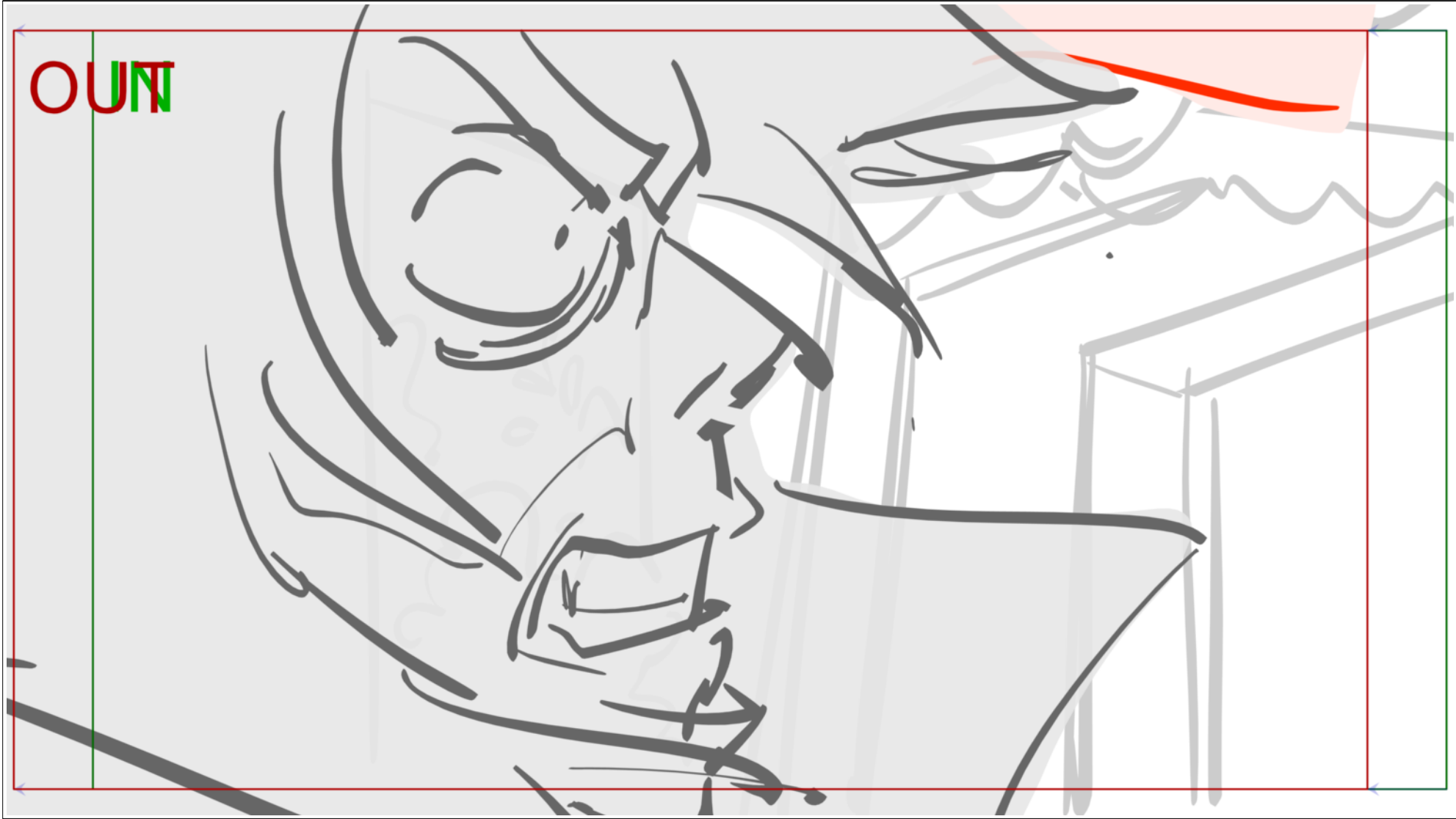
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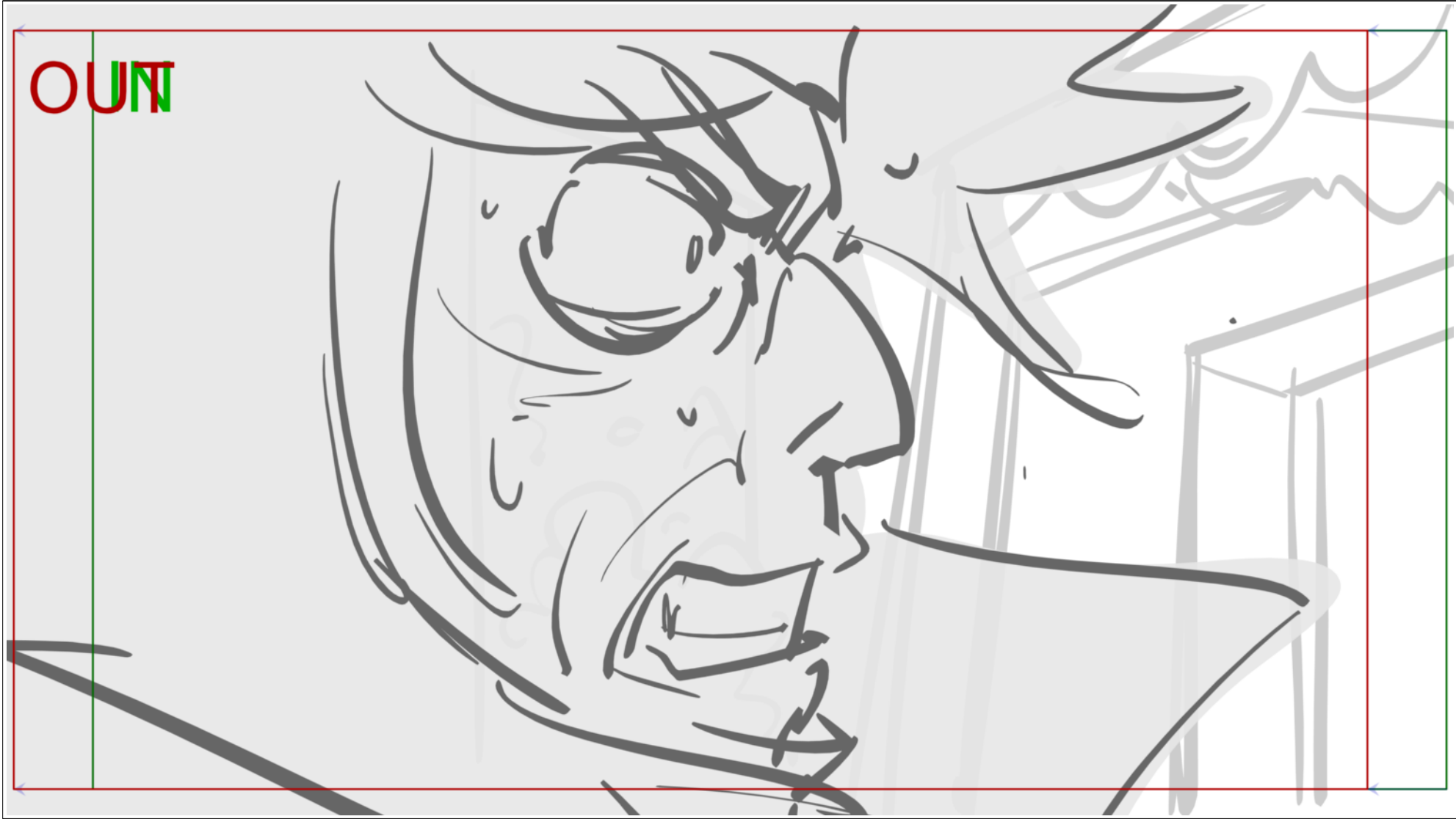

OUT
IN

TIMELINE VIEW

THUMBNAIL VIEW

+GRIDS

TOOL PROPERTIES, PANEL, STORYBOARD, COLOR SWATCHES

ARRANGE THESE IN YOUR OPTIMAL SETUP!

DEFAULT LAYER LAYOUT

STORYBOARD PRO SETS THE DEFAULT LAYERS TO BG + A. EVERY TIME YOU CREATE A NEW PANEL, IT WILL HAVE THOSE SET UP. YOU CAN CHANGE THE DEFAULT TO BE WHATEVER SETUP YOU'D LIKE INSTEAD, FOR WHEN YOU CREATE NEW PANEL.

SETUP YOUR LAYERS.

GOTO LAYER > SET LAYER AS DEFAULT

SAVING YOUR PERFECT WORKSPACE

WINDOWS > SAVE WORKSPACE AS...

* NOTE: THIS IS NICE TO DO, EVEN IF YOU DON'T ANTICIPATE ADJUSTING YOUR WORKSPACE OFTEN. IF YOU EVER ACCIDENTALLY MUCK UP THE WINDOWS OR SOMETHING WONKY HAPPENS, YOU CAN ALWAYS GO BACK AND RESET IT TO YOUR SAVED WORKSPACE. SAVES YOU TIME & EFFORT TO REDO IT ALL!

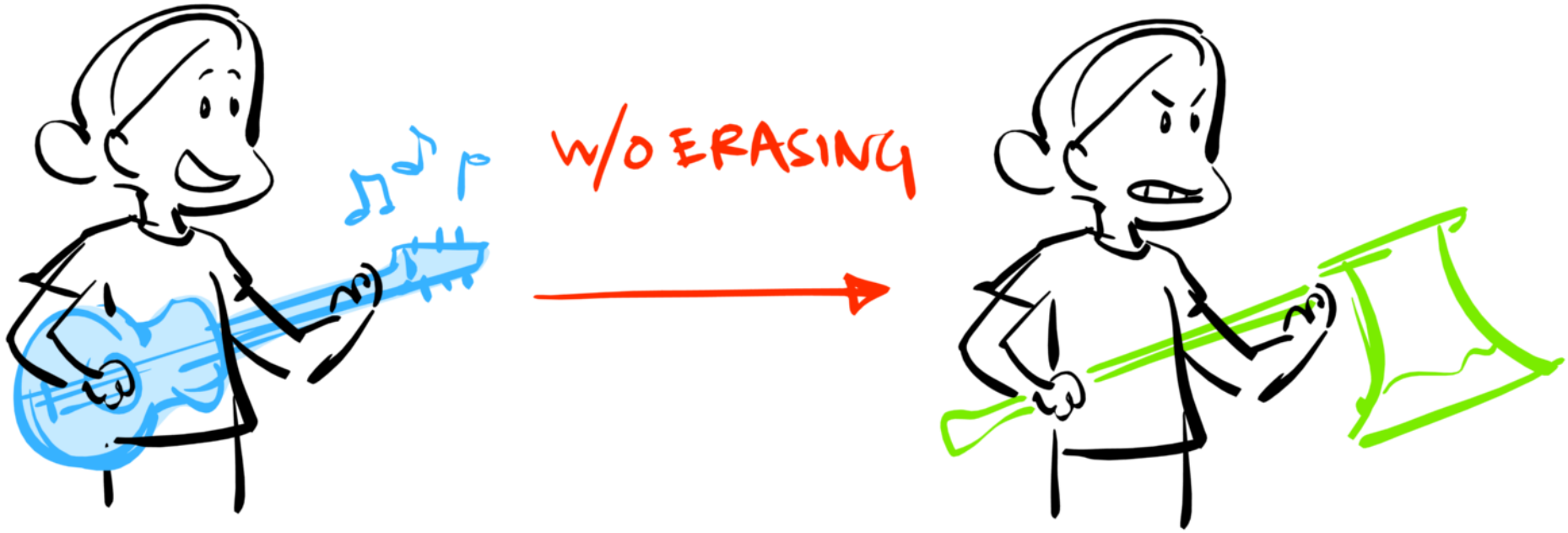
DRAWING

+ DEMOS

VECTOR BRUSHES

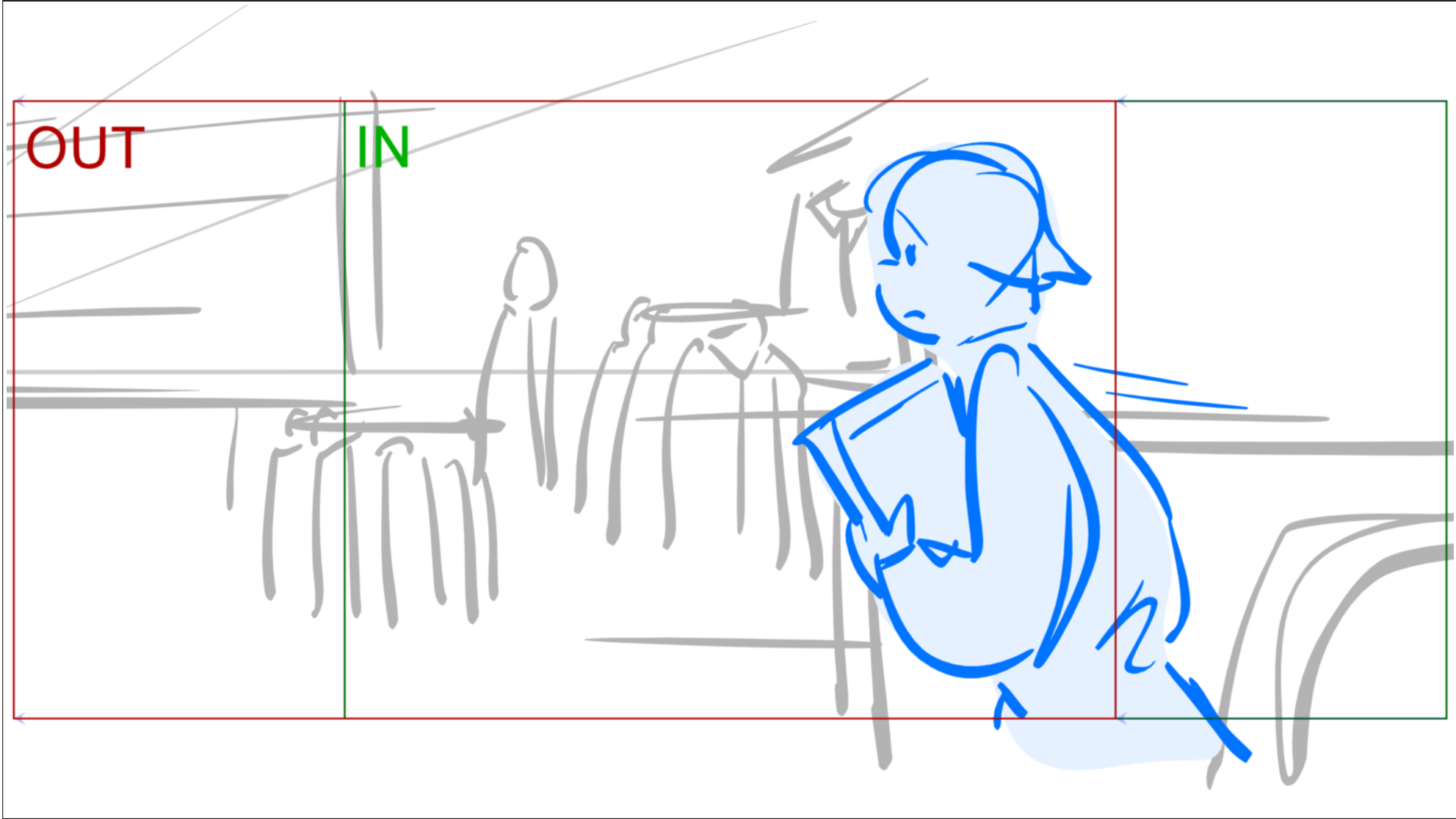
- TWEAKING LINES
- ADJUSTING PRESETS
- DRAW BEHIND

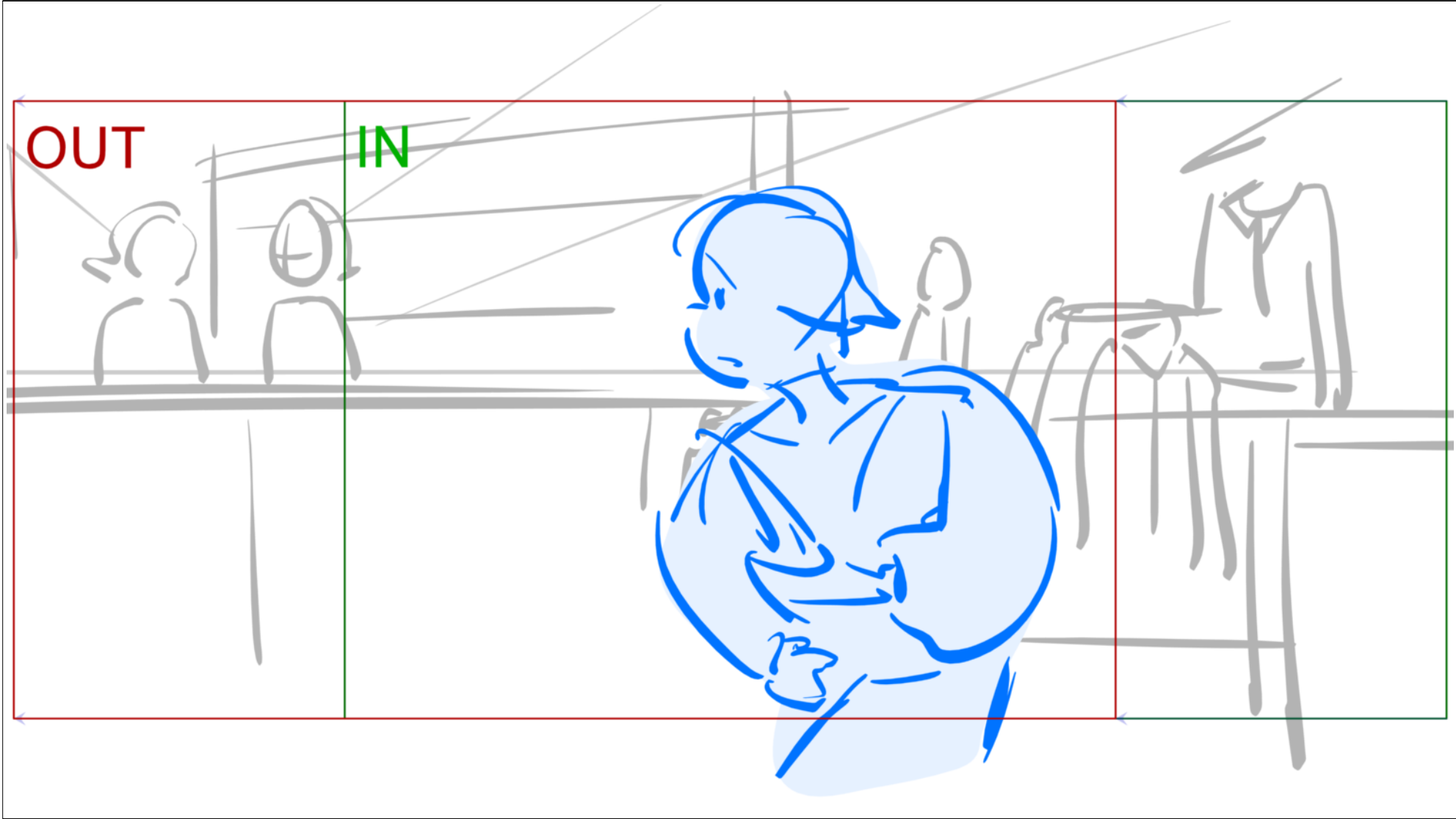
SELECT BY COLOR & HOW TO MODIFY DRAWINGS FAST



A SIGH:

INFINITE
CANVAS


OUT
IN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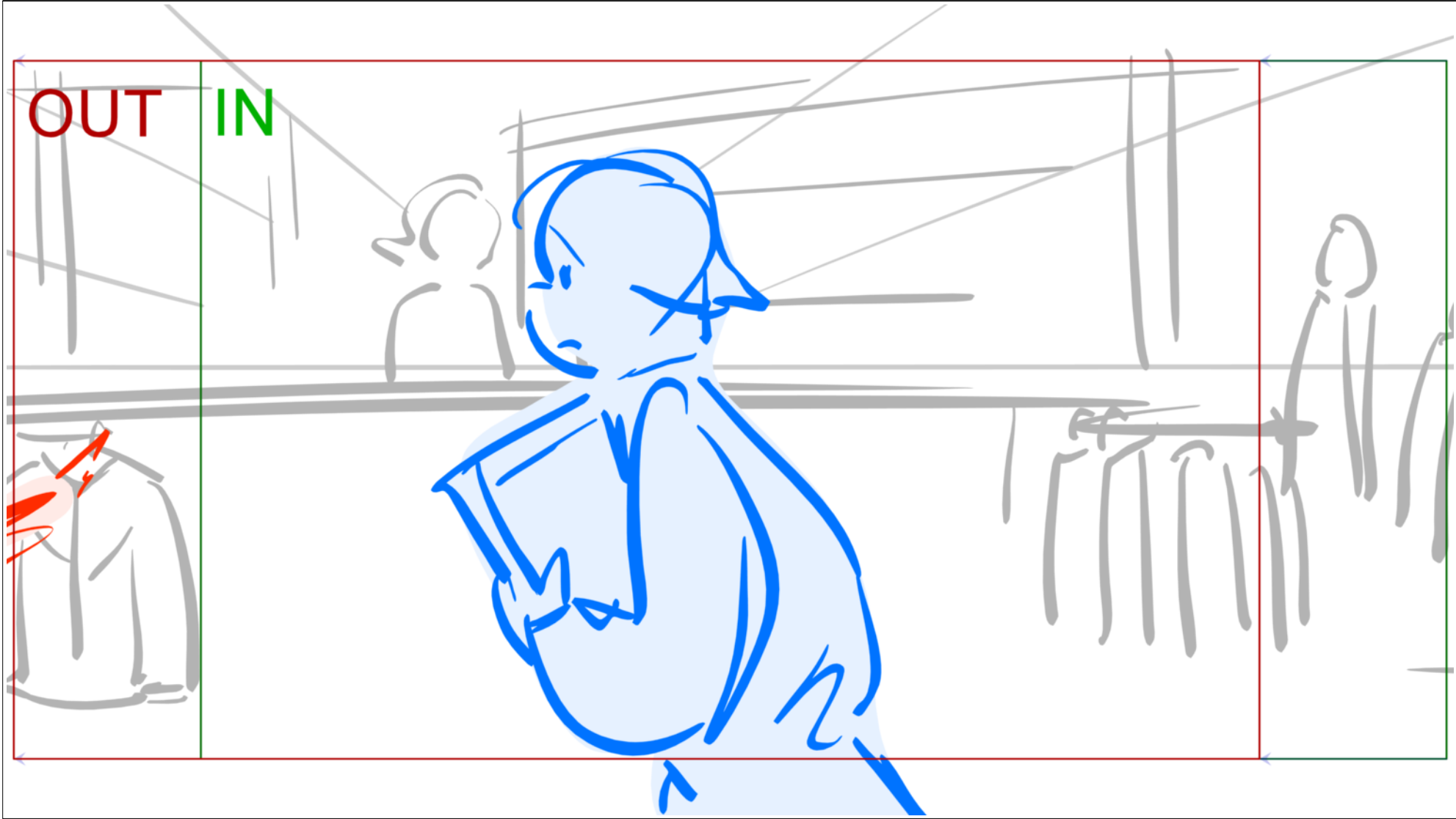
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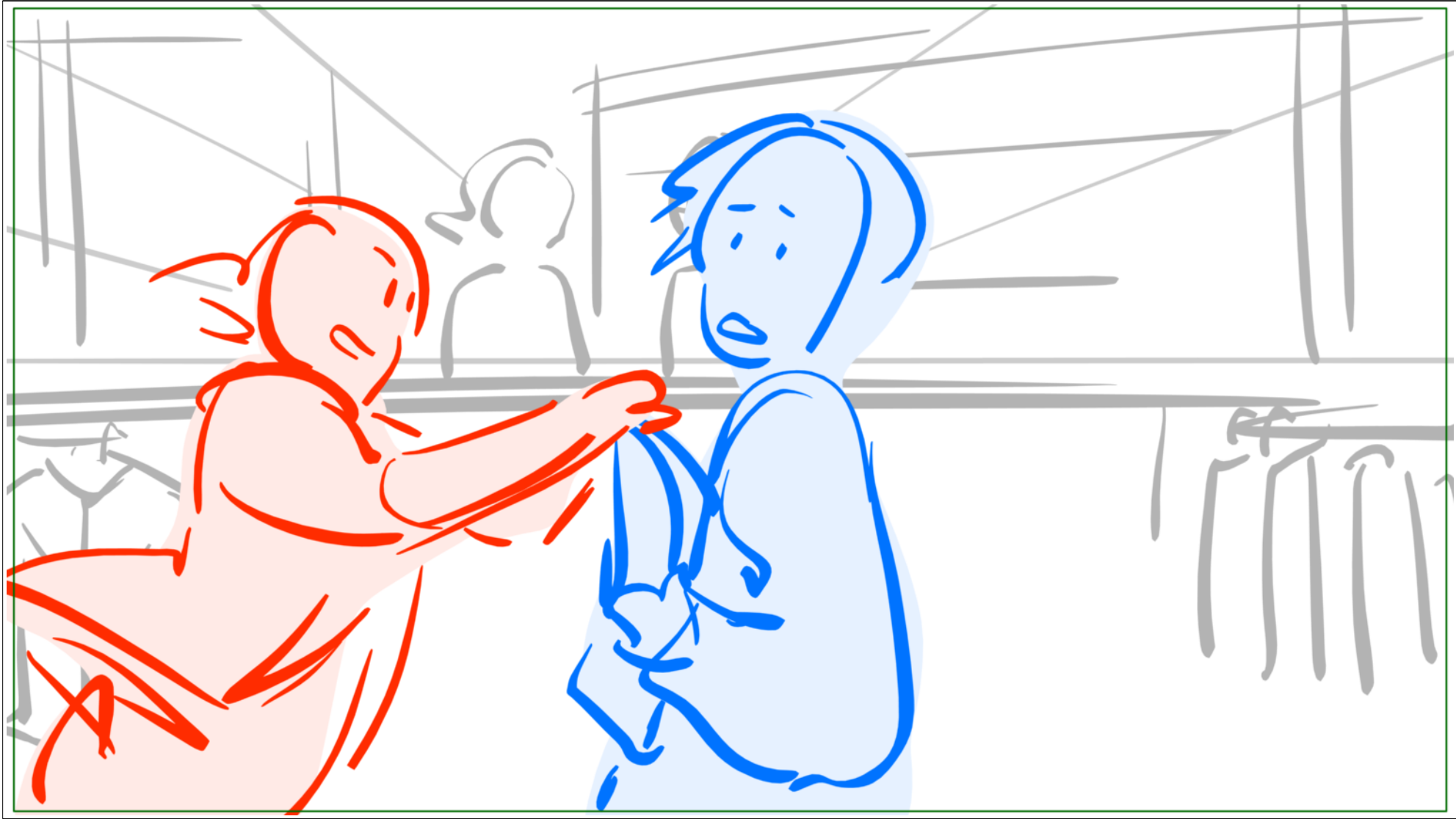

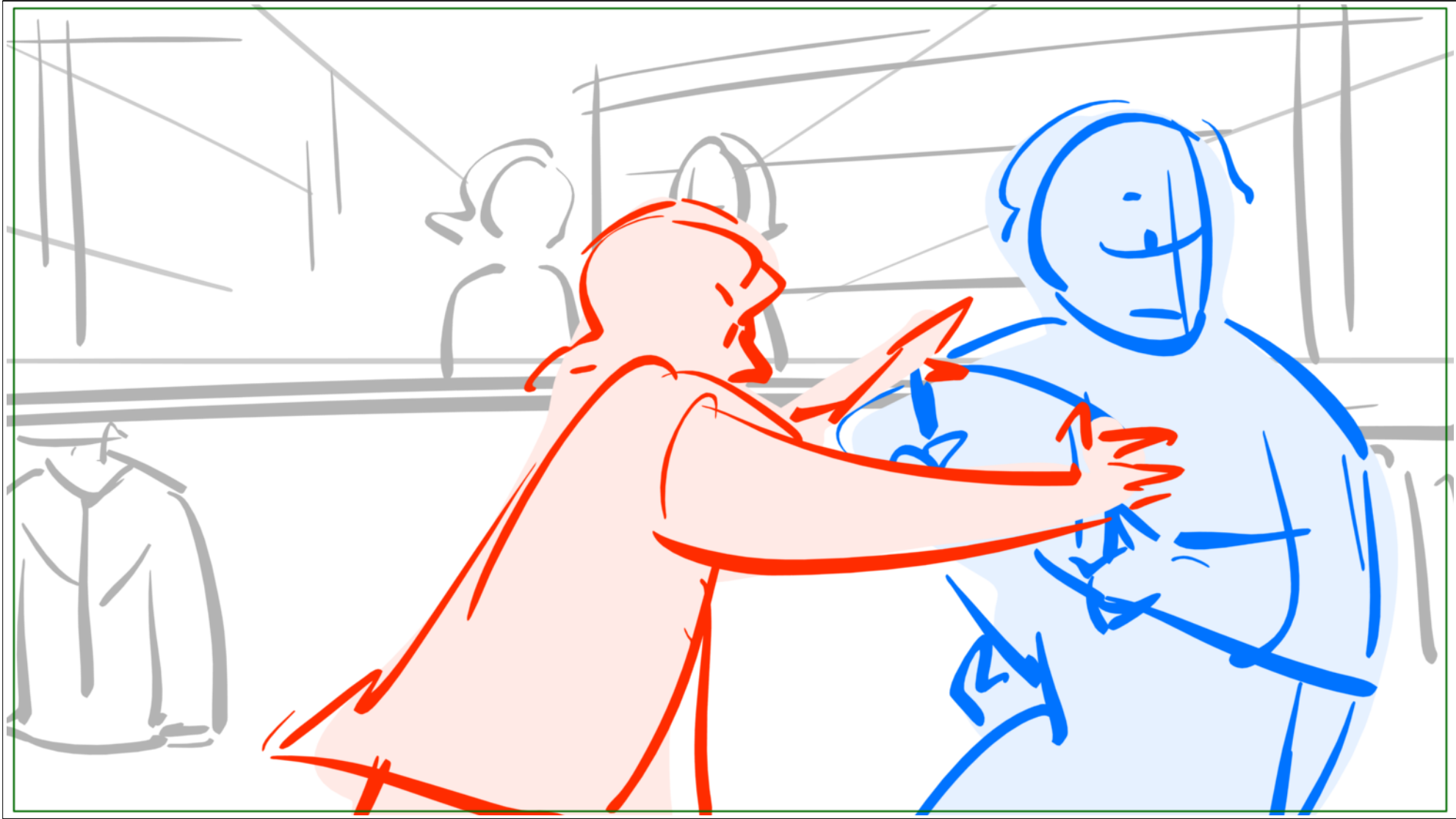

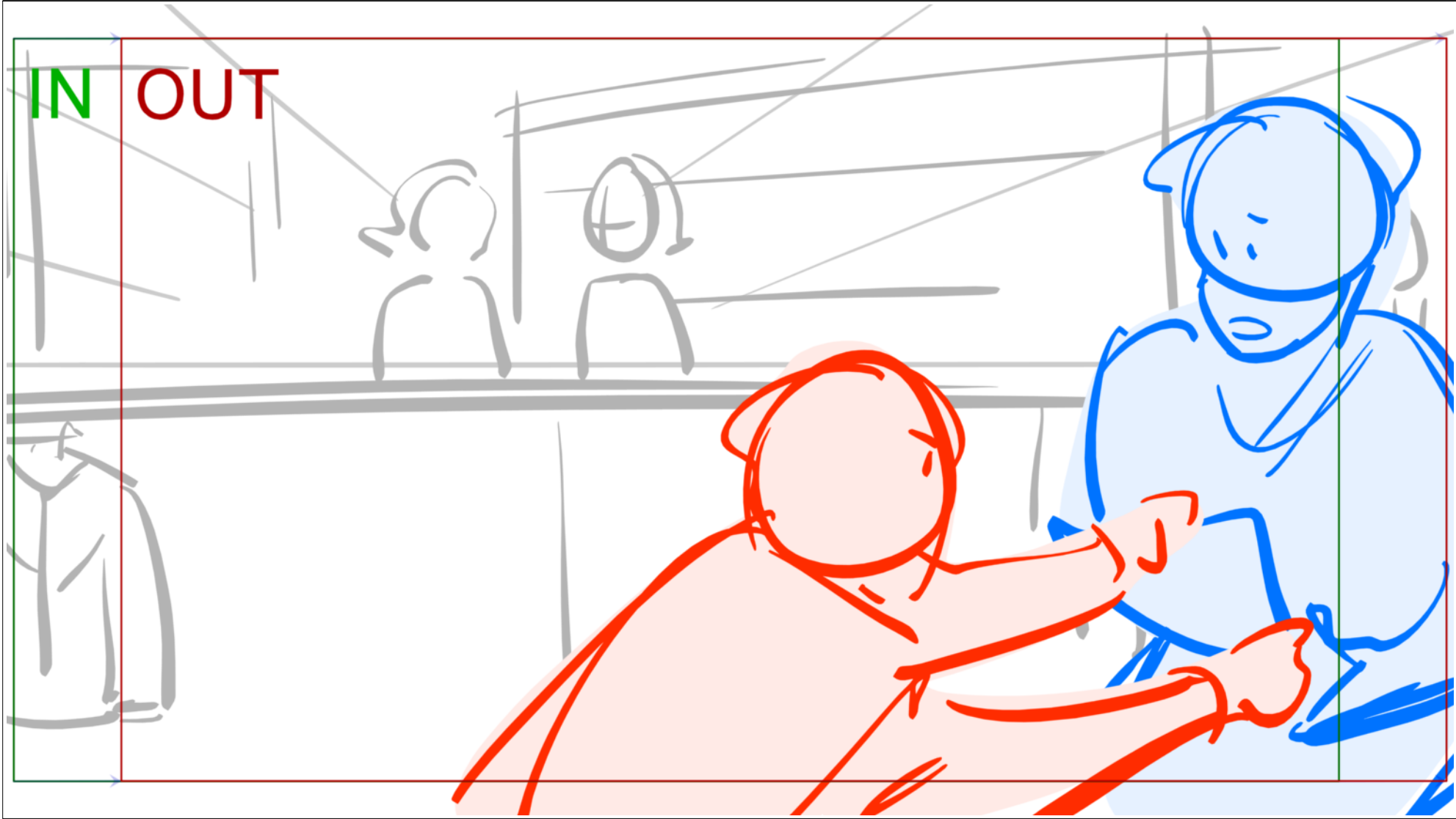
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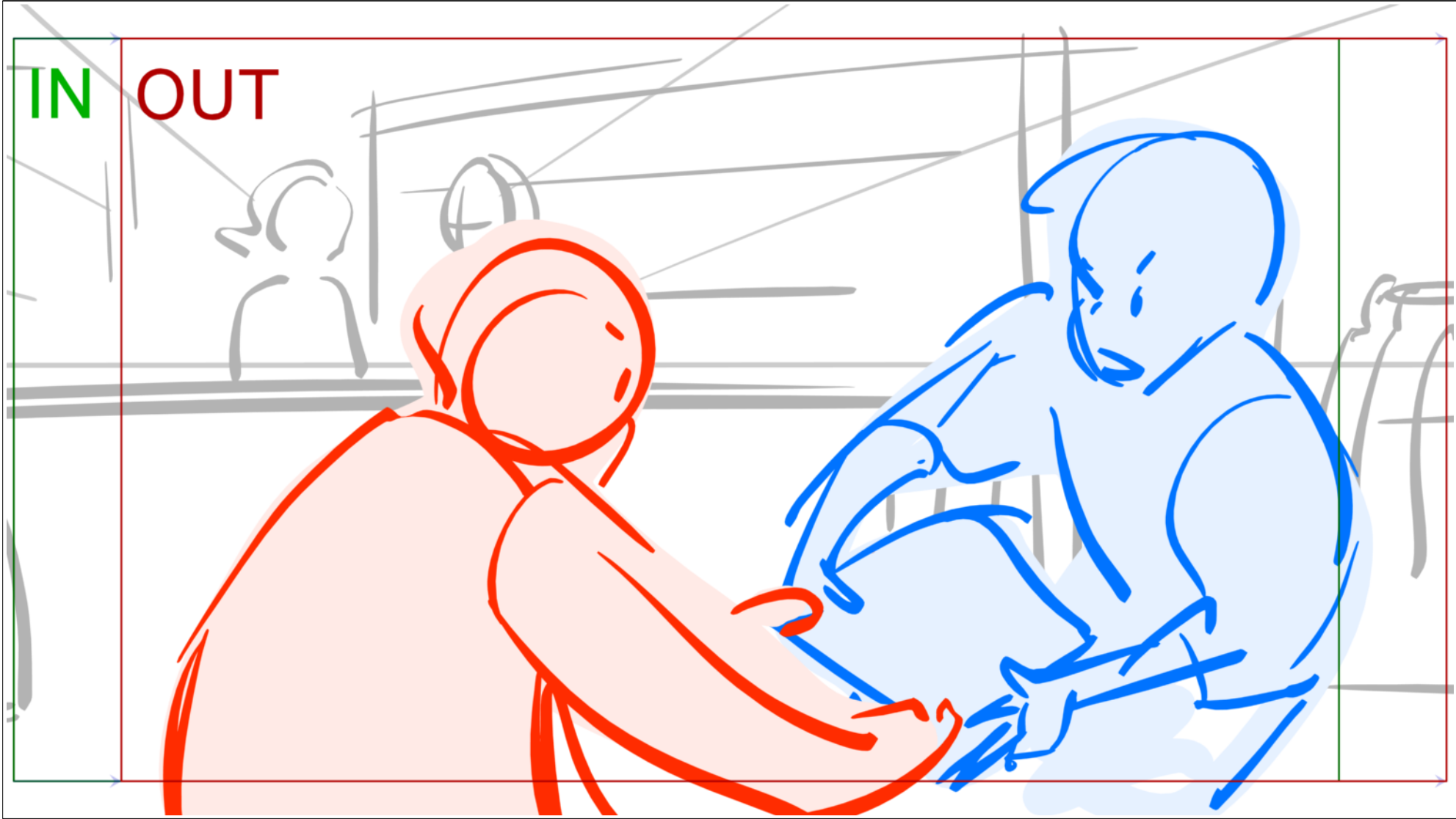
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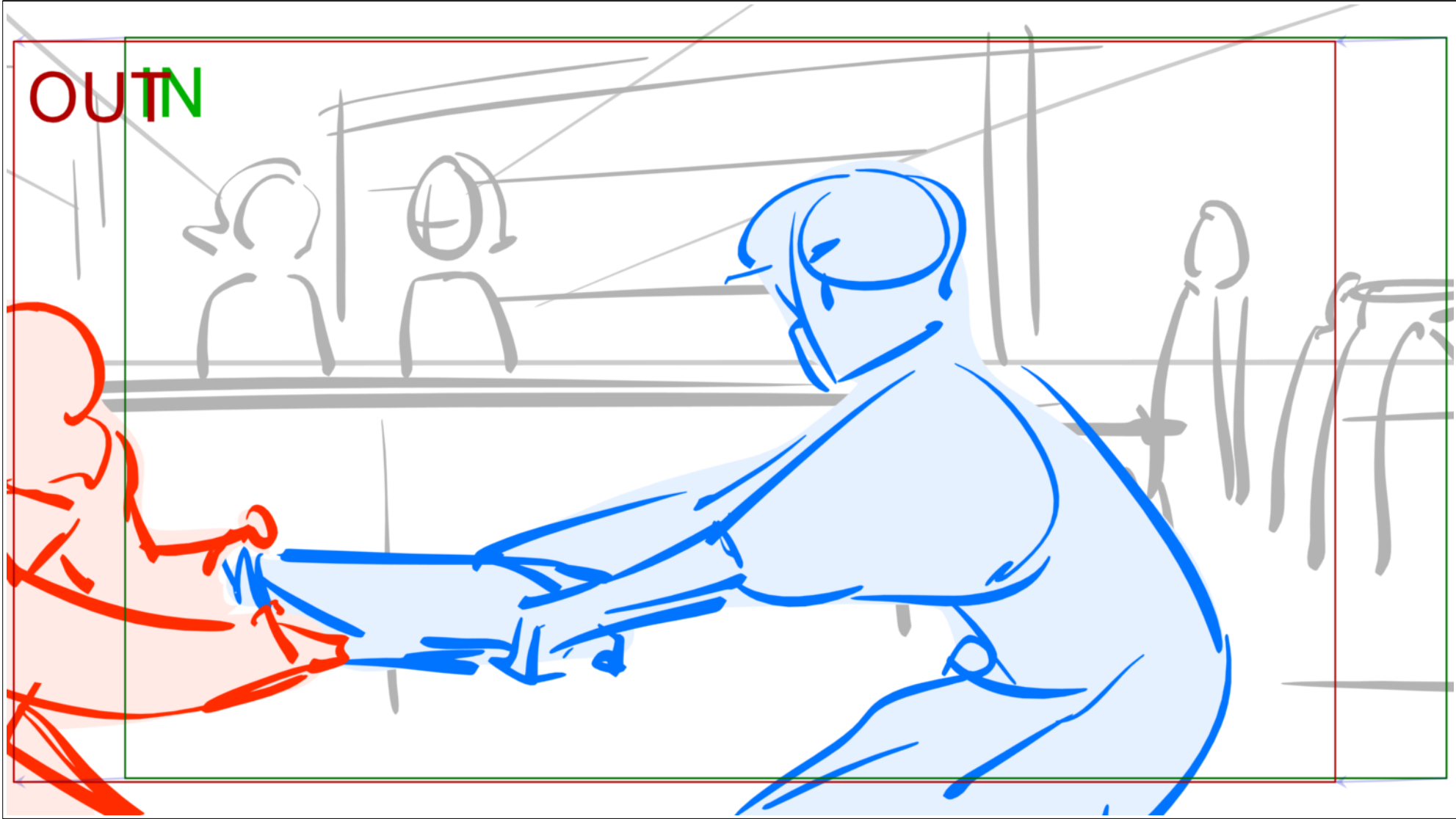
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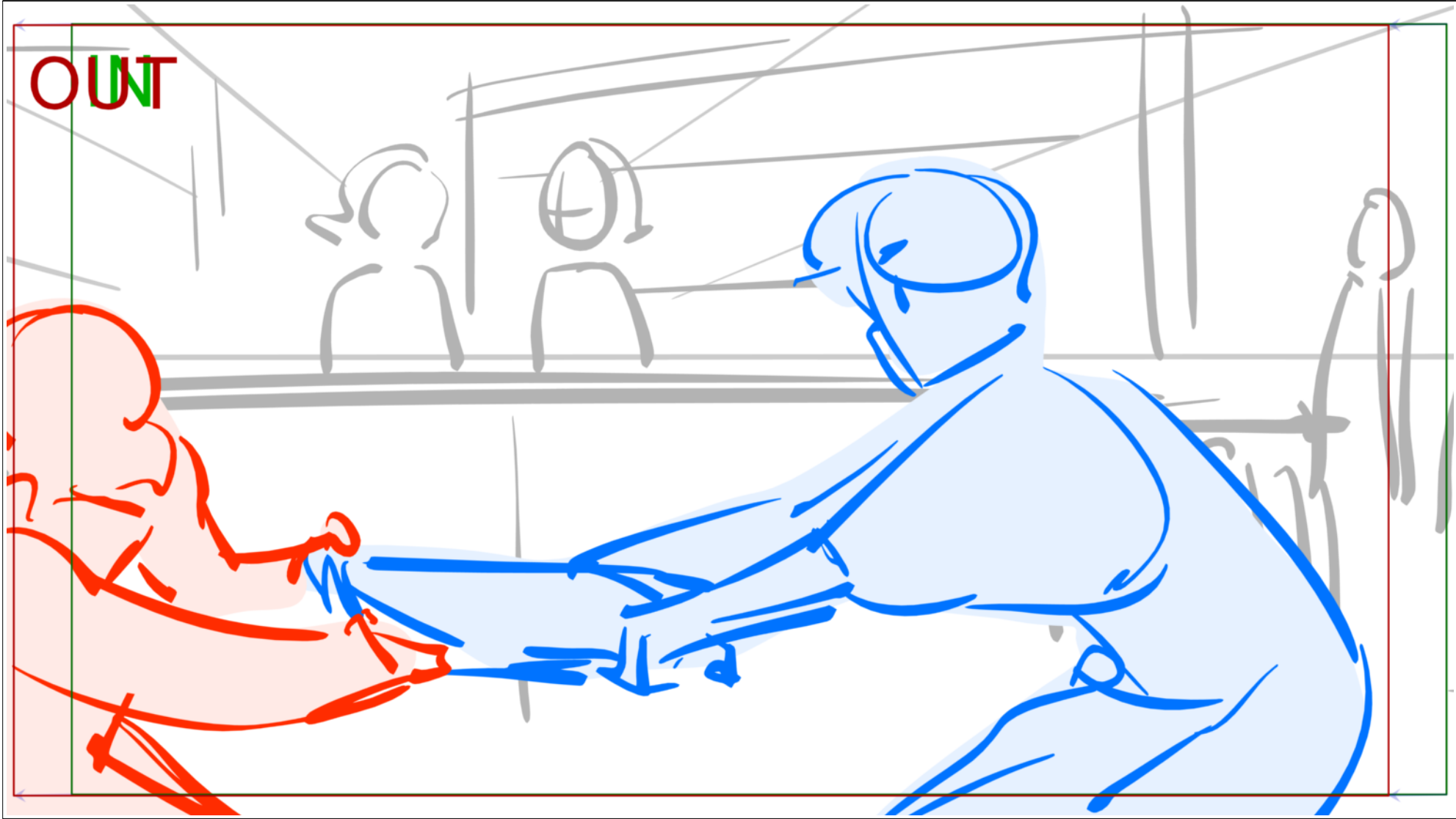
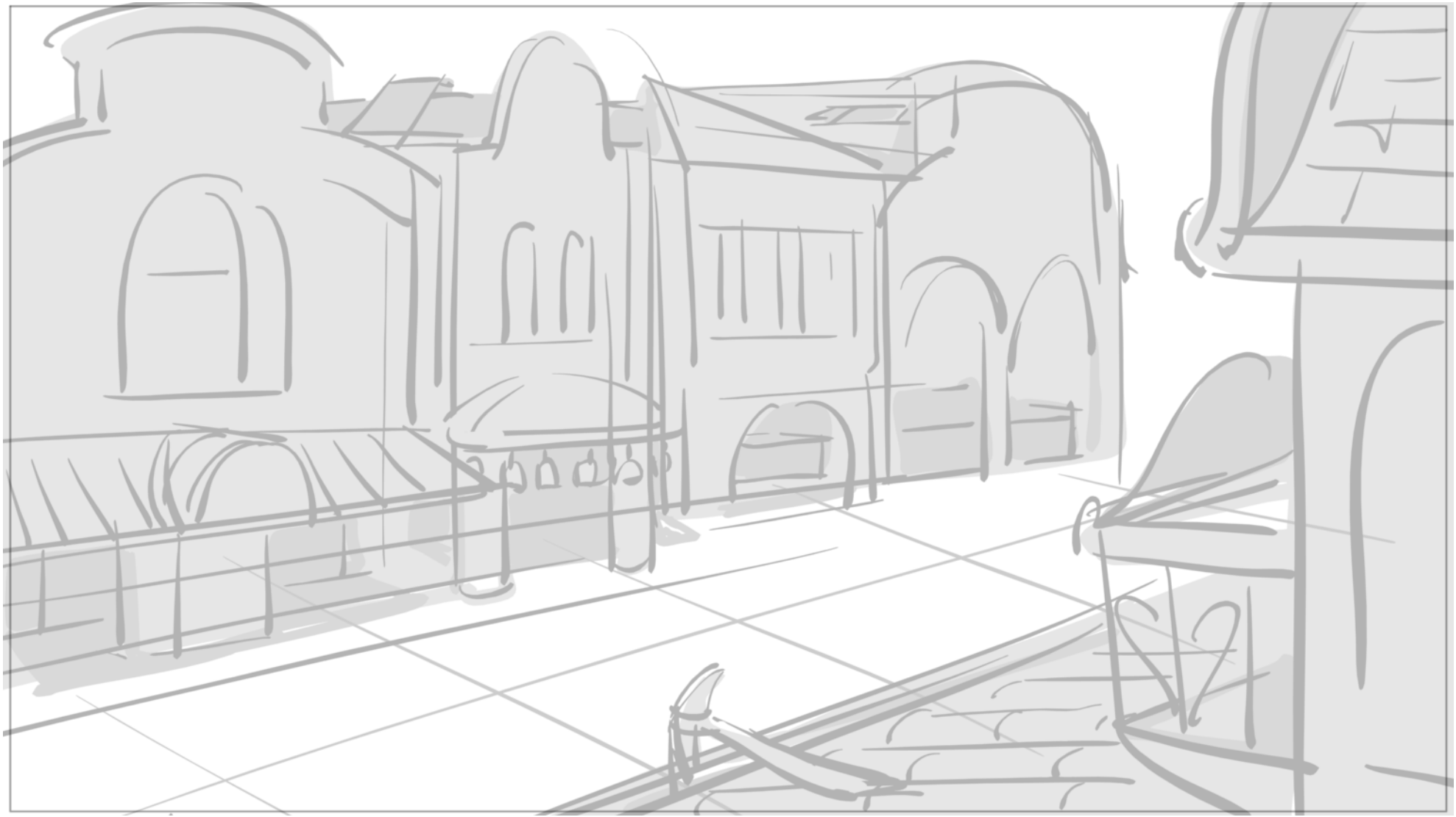
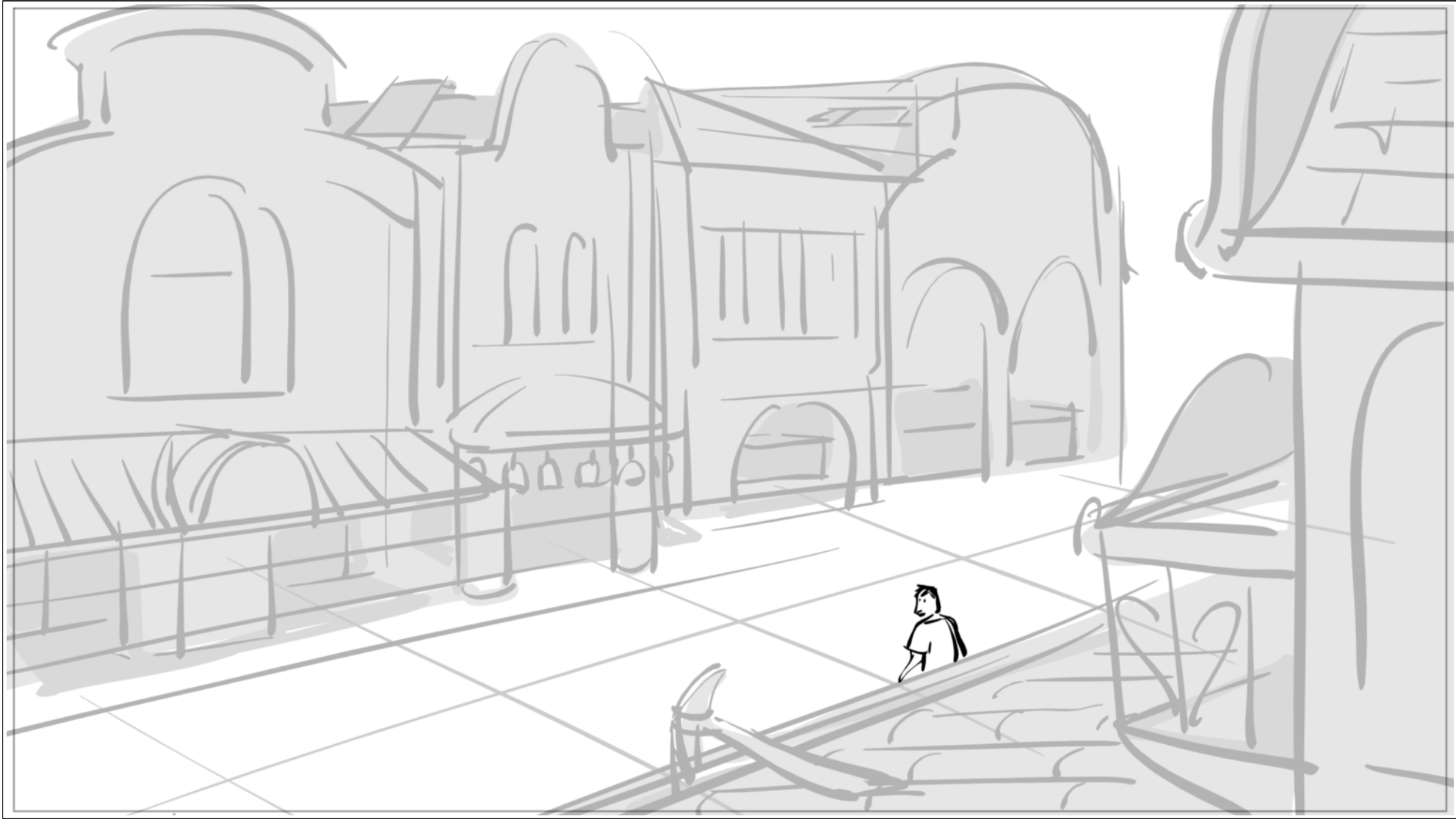

OUT

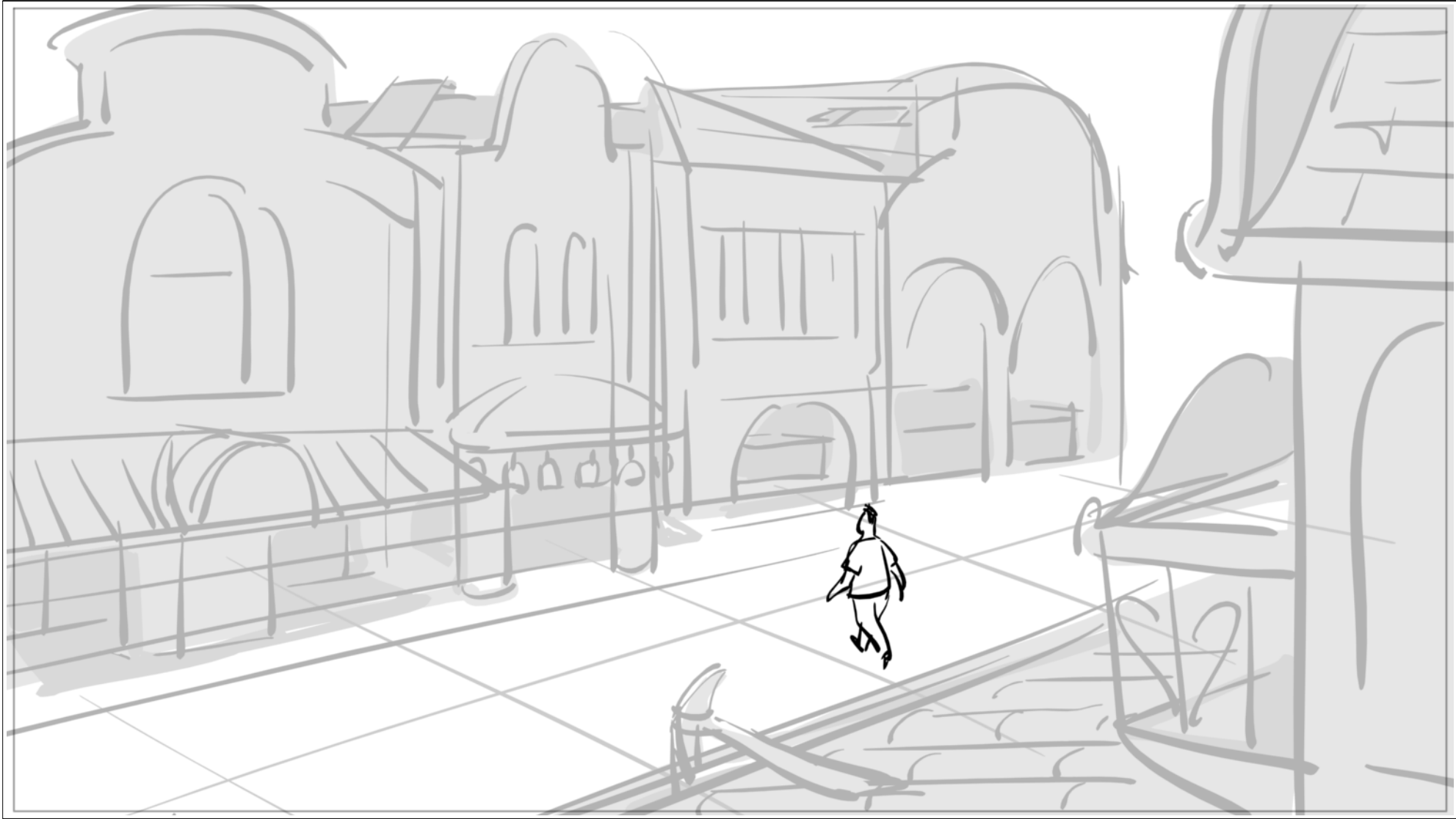
DRAWING
EFFICIENTLY

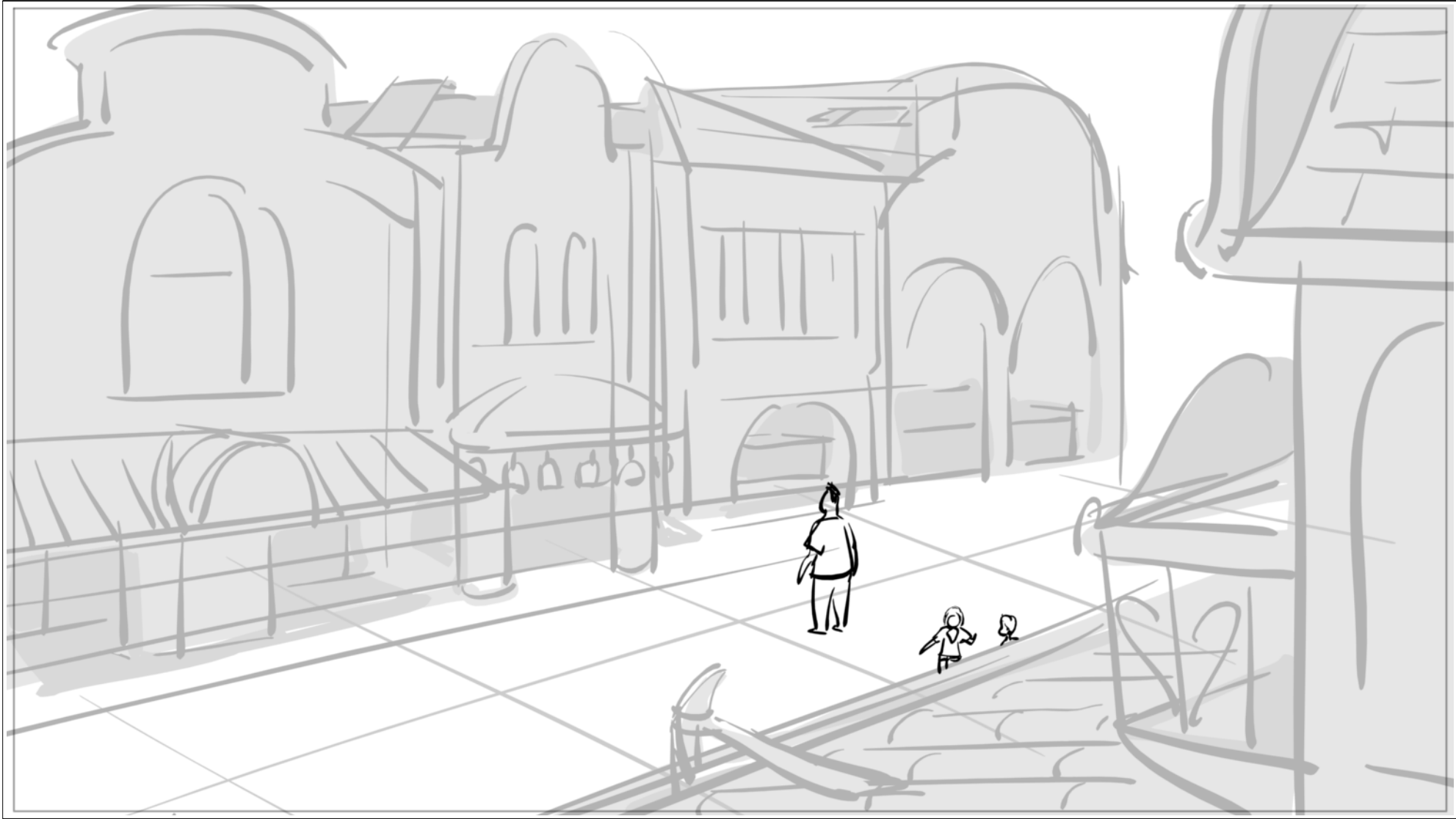
FOR BACKGROUNDS, ESPECIALLY ONES THAT DO NOT CHANGE THROUGHOUT THE WHOLE SCENE, YOU CAN SET UP A SHARED DRAWING.

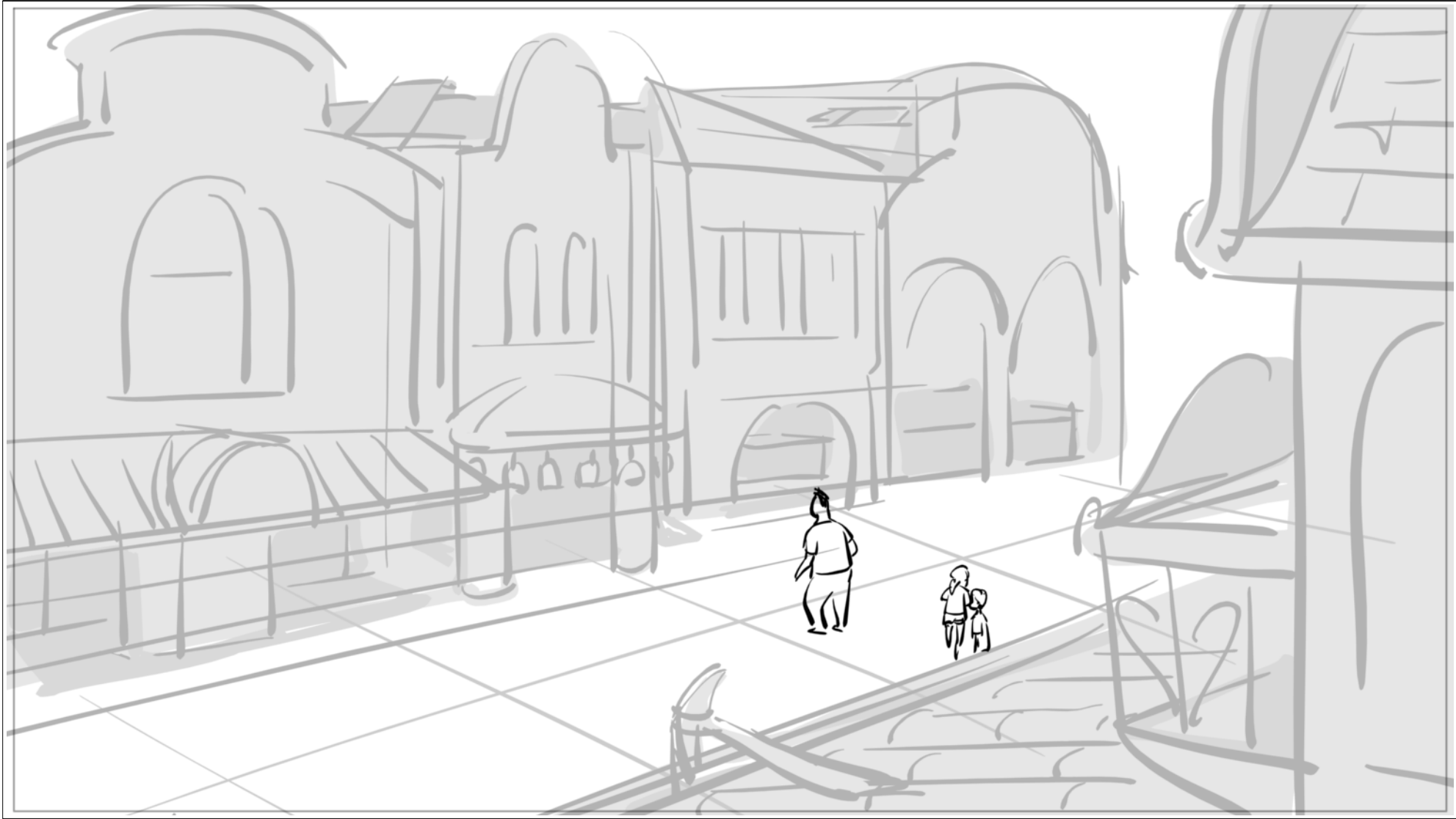
THIS MEANS YOU LINK A LAYER SO THAT ANY CHANGE THAT GETS MADE ON THAT LAYER IS DUPLICATED ACROSS ALL THE PANELS WHERE THAT DRAWING IS SHARED.

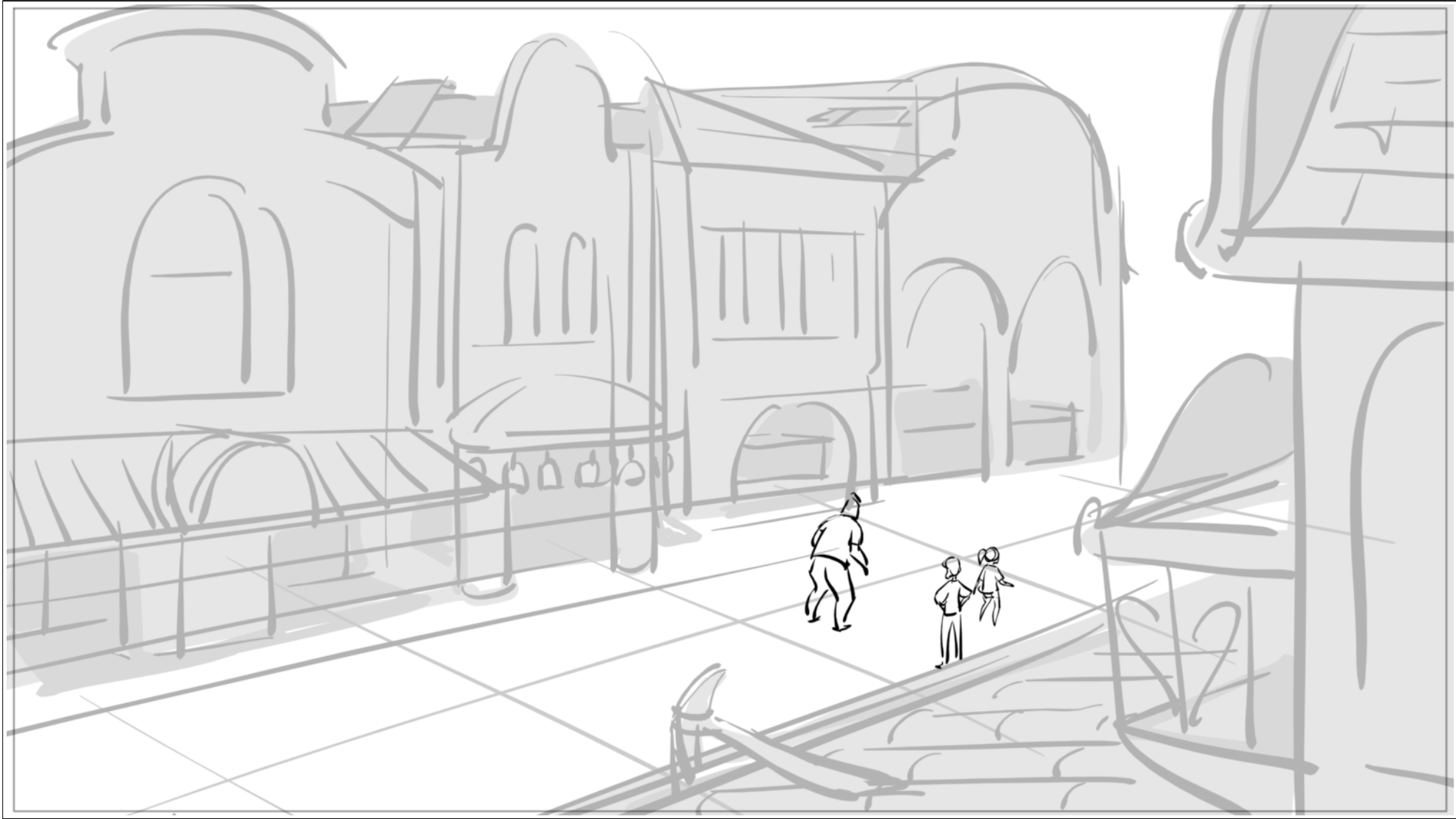


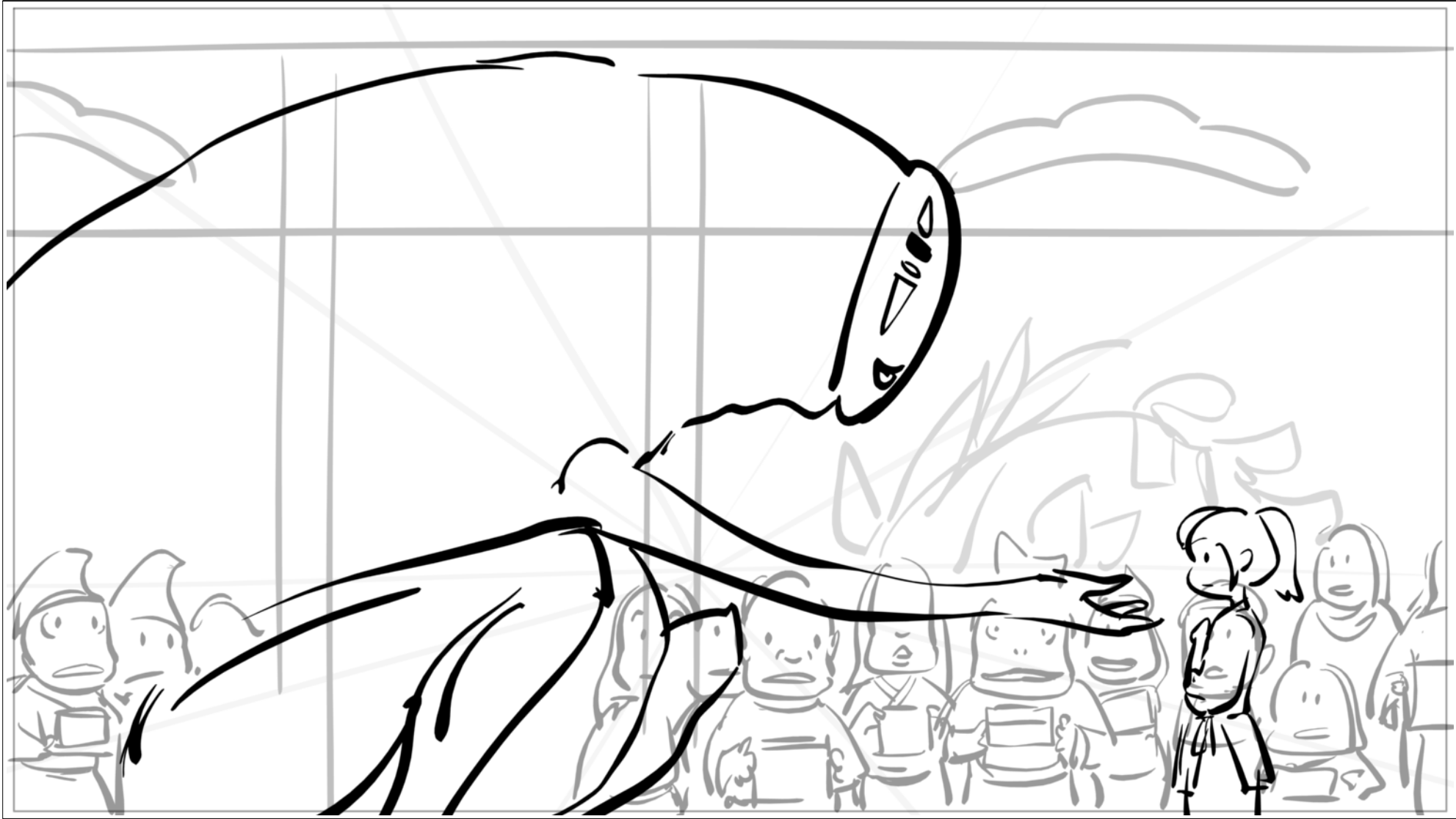




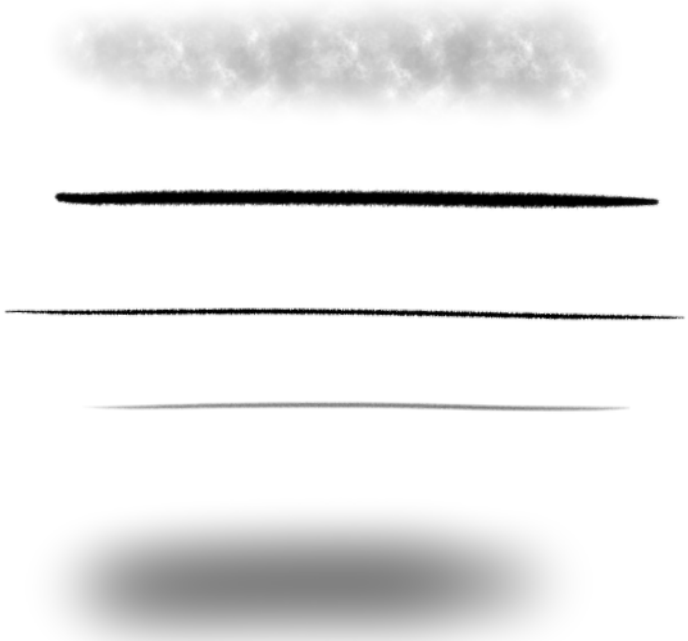








TEXTURED BRUSHES...



LET'S DISCUSS.

- IMPACT ON FILE SIZE
- USE CASES
- OTHER EFFECTS

SHORTCUTS

LOOK UP BEN JUWONO ON TWITTER.

gold mine of knowledge!!

ULTIMATELY, SHORTCUTS DEPEND ON YOU!

EVERYONE HAS DIFFERENT PREFERENCES ON WORKFLOW. YOUR IDEAL SETUP WILL BE AFFECTED BY LOTS OF FACTORS, WHETHER YOU ARE A RIGHTY OR A LEFTY, WHAT TOOLS YOU USE THE MOST, WHAT INFORMATION IS IMPORTANT TO YOU...!

THE BEST WAY TO FIGURE OUT YOUR PERFECT SETUP IS TO JUST USE THE PROGRAM A LOT.

SOME ADVICE...

IF YOU FIND YOURSELF GOING THRU THE UI MORE THAN 3 TIMES FOR ANY ACTION DURING ONE STORYBOARDING SESSION, MAKE A KEYBOARD SHORTCUT FOR IT.

THE TIME IT TAKES TO MAKE THAT SHORTCUT IS THE SAME AS IT IS TO GO FIND THE TOOL THROUGH THE UI 3X. SAVE YOURSELF THE TROUBLE NEXT TIME!

SoME ADVICE...

IF YOU EVER HAVE THE THOUGHT "WOW IT WOULD BE SO GREAT IF I COULD DO [X]!", CHANCES ARE, IT'S POSSIBLE.

SBP HAS A GREAT SCRIPTING INTERFACE. IF YOU'RE FAMILIAR WITH JAVASCRIPT, YOU CAN PRETTY EASILY WRITE YOURSELF SCRIPTS TO DO WHATEVER YOU DREAM OF. THERE'S ALSO A COMMUNITY ONLINE THAT YOU CAN TAP INTO, AND LOTS OF EXISTING SCRIPTS THAT DO LOTS OF HELPFUL THINGS (I.E. REMOVE ALL EMPTY LAYERS IN YOUR PROJECT FILE)

SOME ADVICE...

CHECK OUT THE DOCUMENTATION!! SBP HAS A LOT OF FEATURES, BUT ALL OF THEM ARE WELL-DOCUMENTED ON THEIR WEBSITE. YOU'LL BE ABLE TO FIND HANDY GUIDES AND SCREENSHOT WALKTHROUGHS FOR ANY FEATURE.

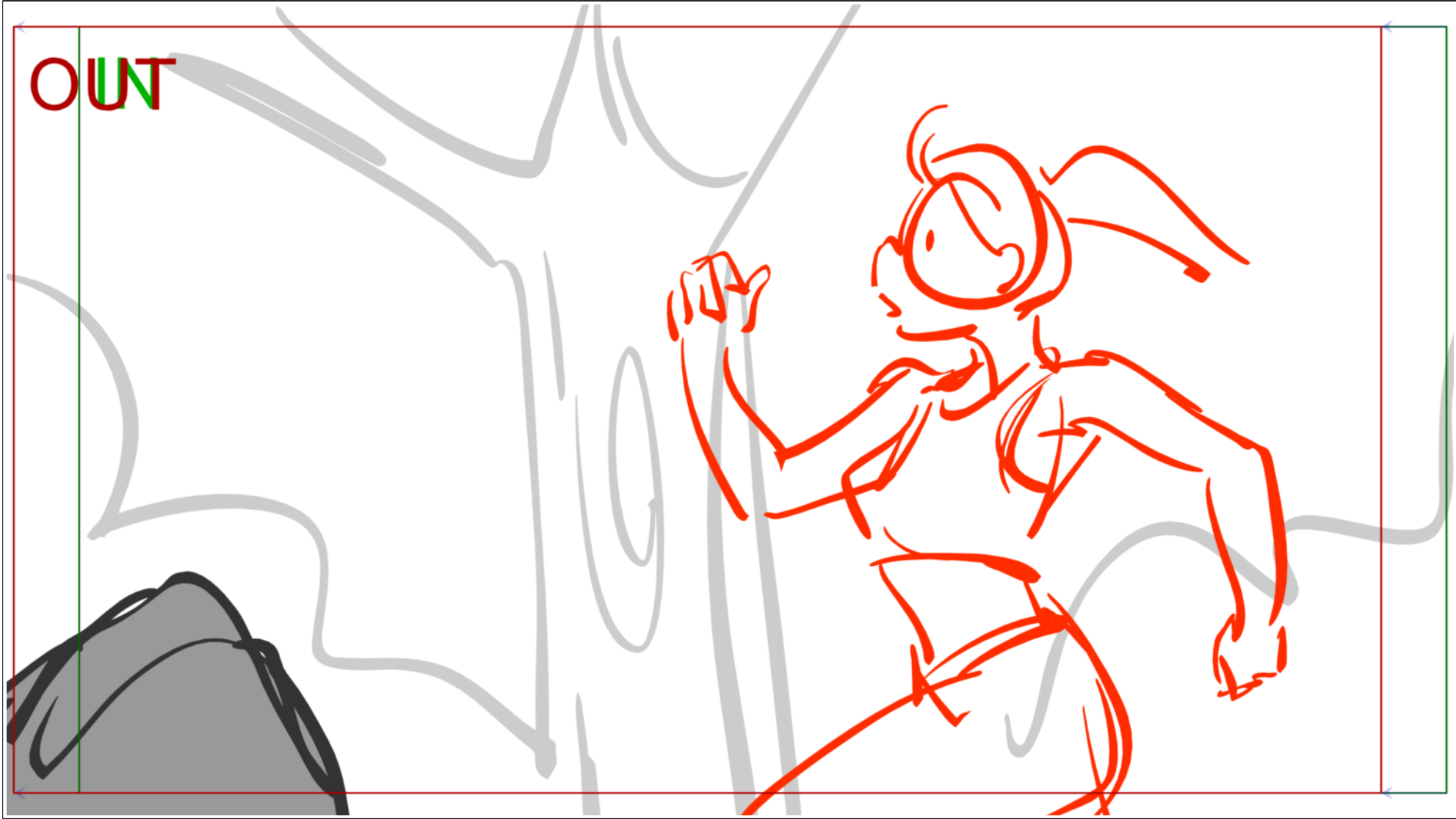
WWW.DOCS.TOONBOOM.COM/HELP/STORYBOARD-PRO-7/

CAMERA

& LAYER TRANSFORM

DEMO

(+ PASTE LAYERS SPECIAL)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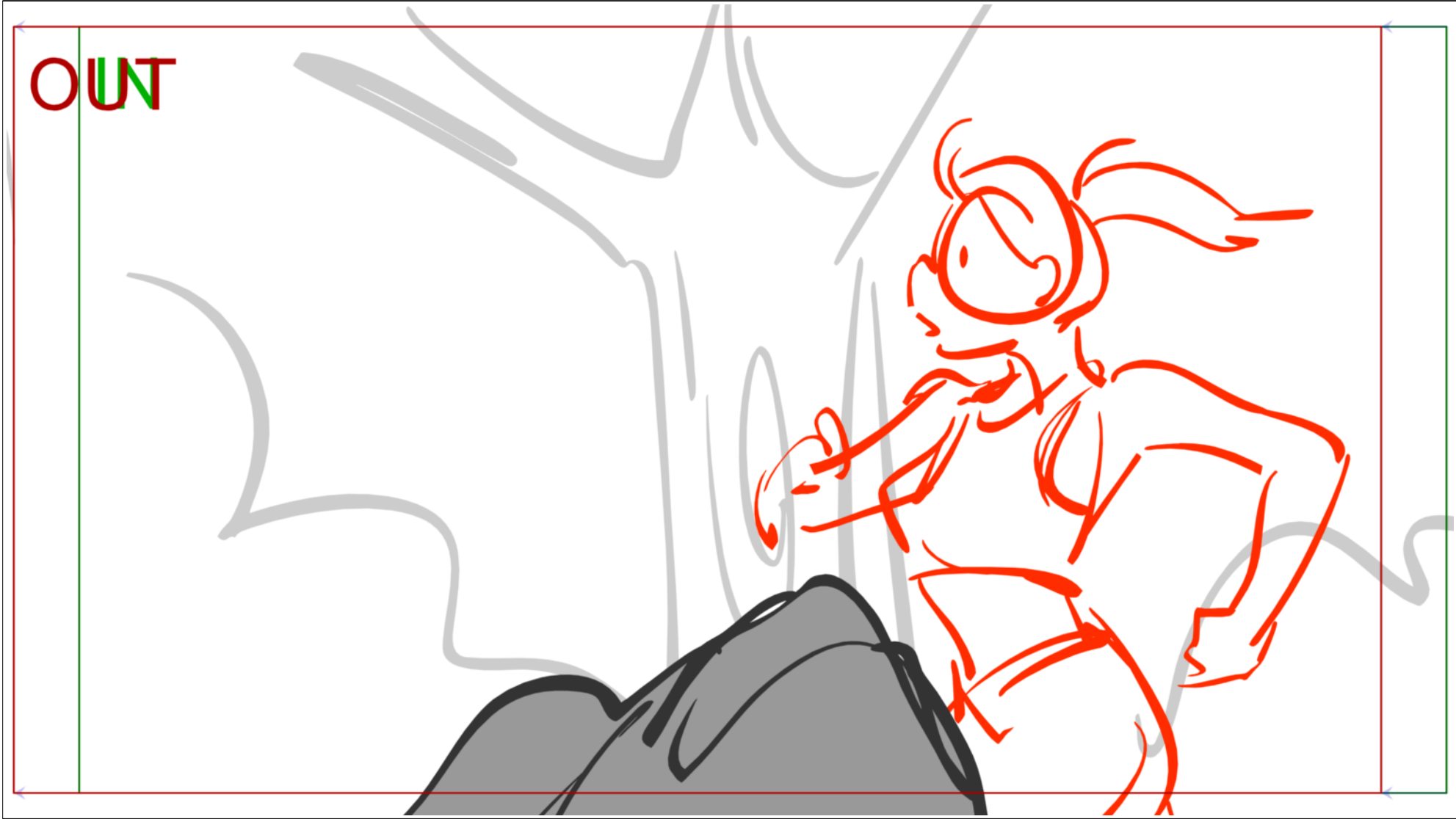
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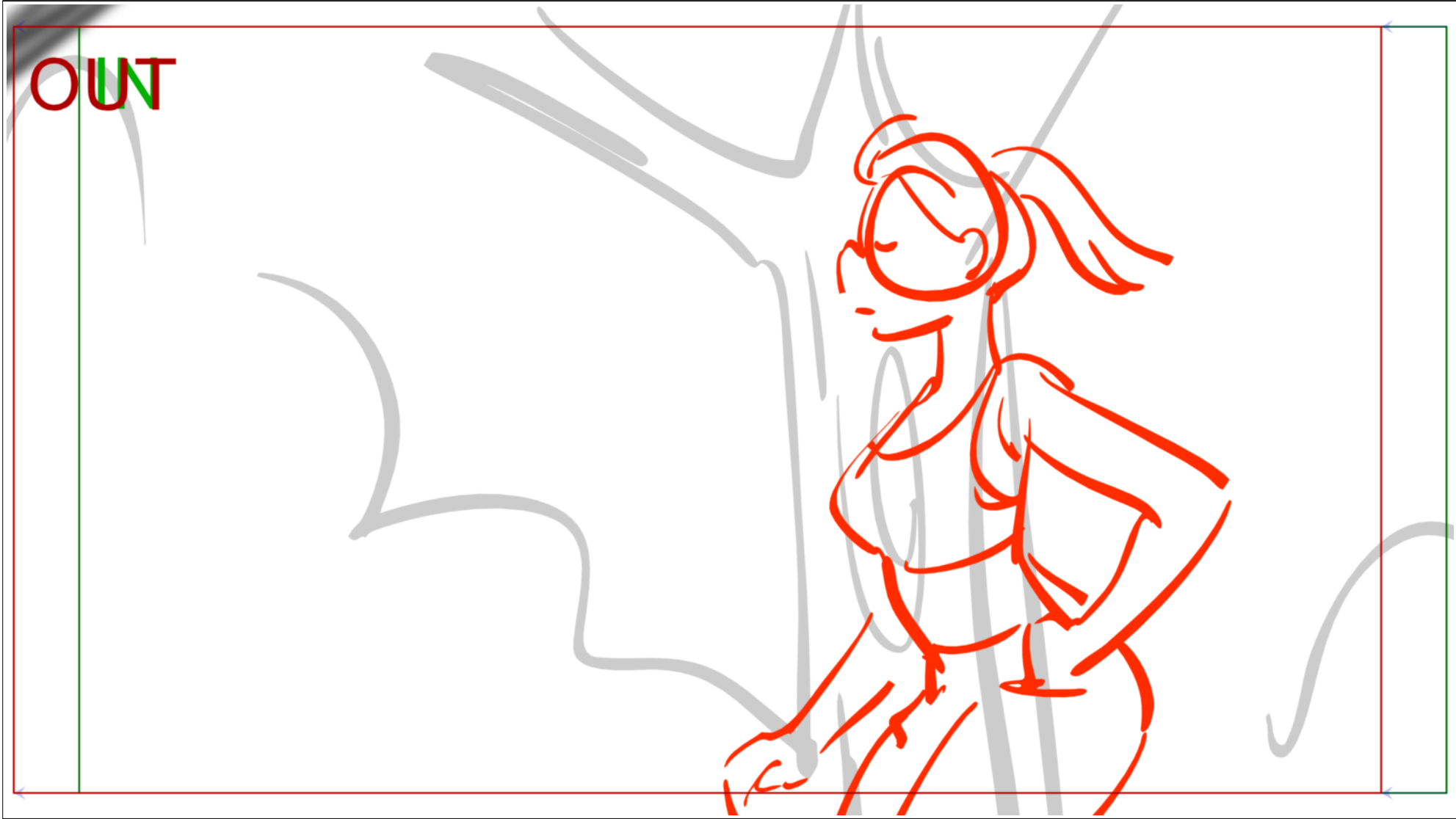
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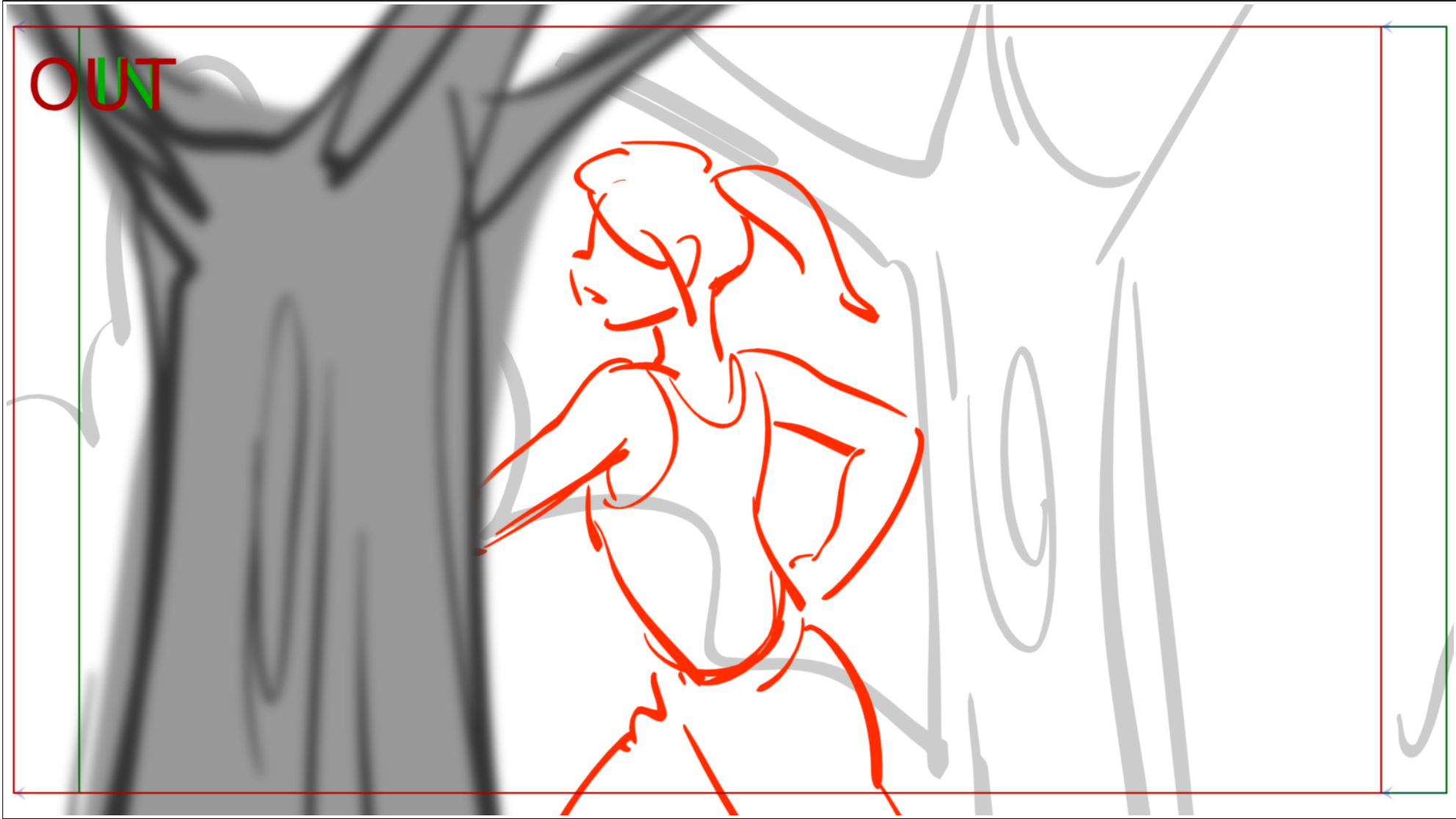
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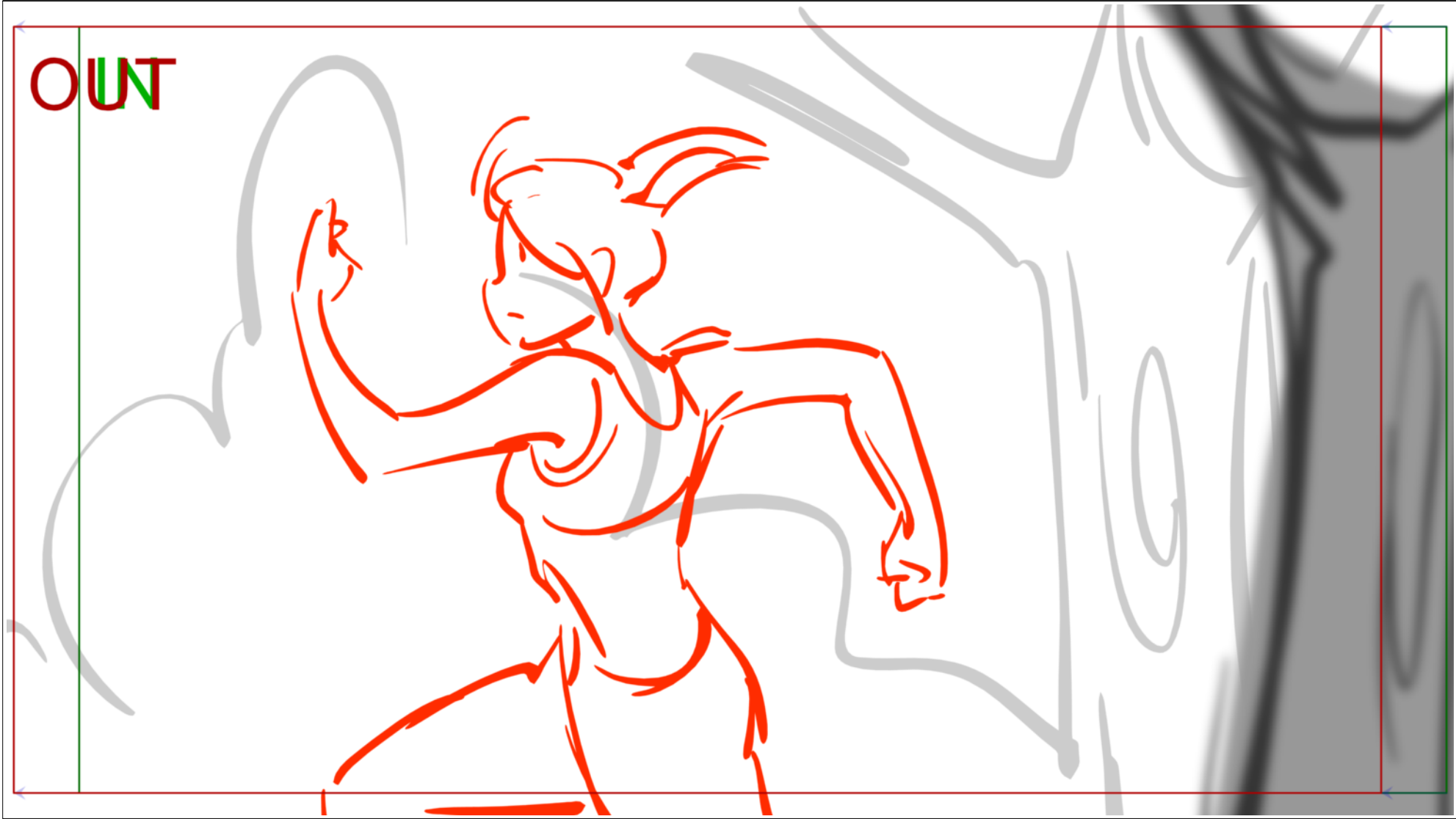
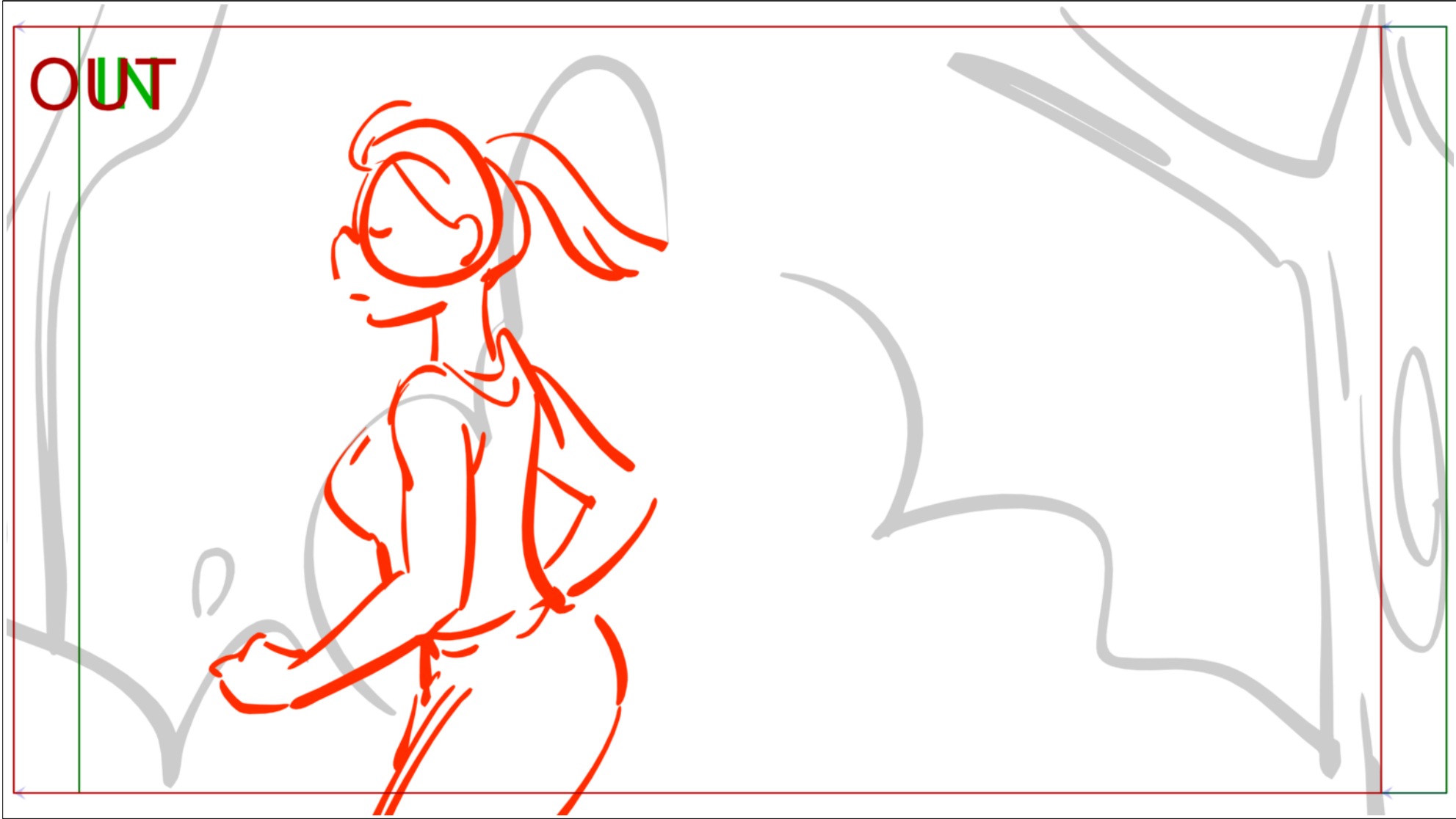

OUT

OUT


OUT

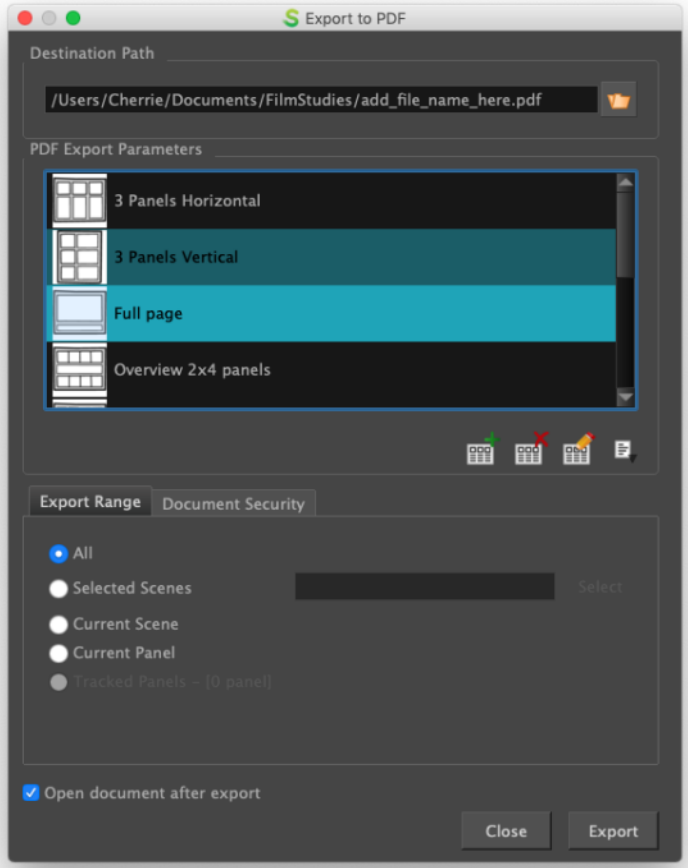
CONFORMATION

& NICE TO KNOWS FOR PRODUCTION

MAIN WAYS YOU CAN EXPORT:

- PDF

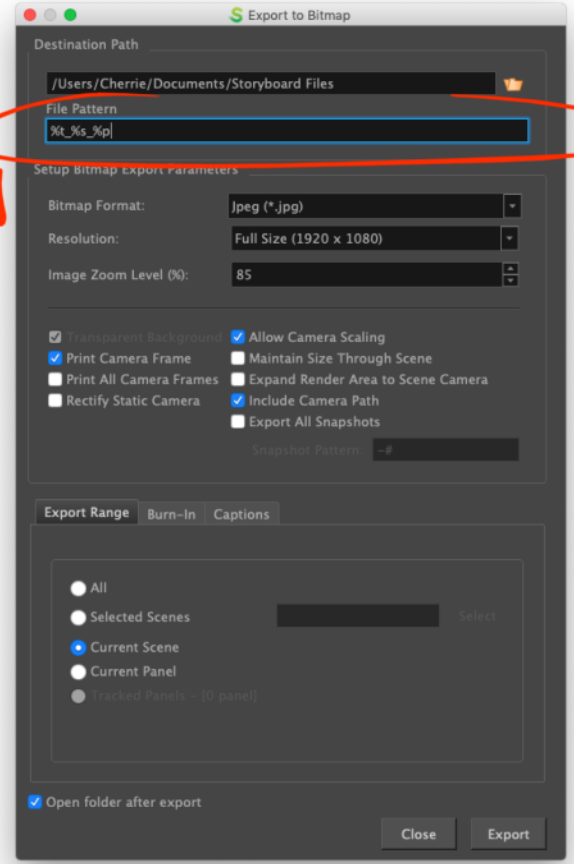
IF YOU ARE LOOKING TO HAVE A FLIP-THROUGH PDF OF YOUR STORYBOARDS TO UPLOAD ONTO SPEAKERDECK FOR YOUR PORTFOLIO, WHAT I DO IS EXPORT A FULL PAGE PDF, THEN CROP THE EXTRA TOONBOOM FRAME OUT IN ADOBE ACROBAT.



MAIN WAYS YOU CAN EXPORT:

- JPEG IMAGES

IF YOU ARE LOOKING TO HAVE ALL OF YOUR PANELS EXPORTED AS JPEGS, USE EXPORT TO BITMAP. YOU CAN DESIGNATE A NAMING CONVENTION FOR THE IMAGES IN THE FILE PATTERN FIELD



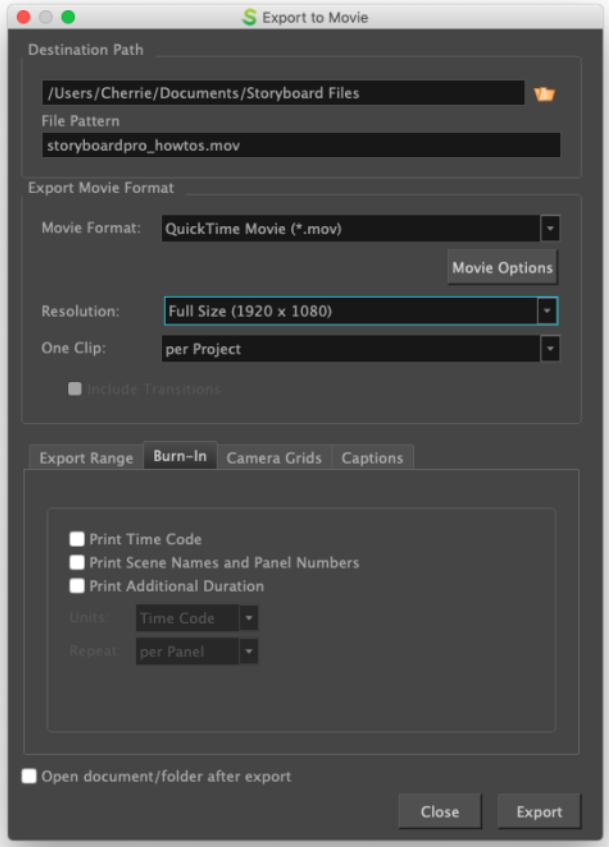
% MEANS IT WILL BE REPLACED BY:

t (project title)
s (scene name)
p (local frame number in panel)
F (global frame number in timeline)

MAIN WAYS YOU CAN EXPORT:

- ANIMATIC

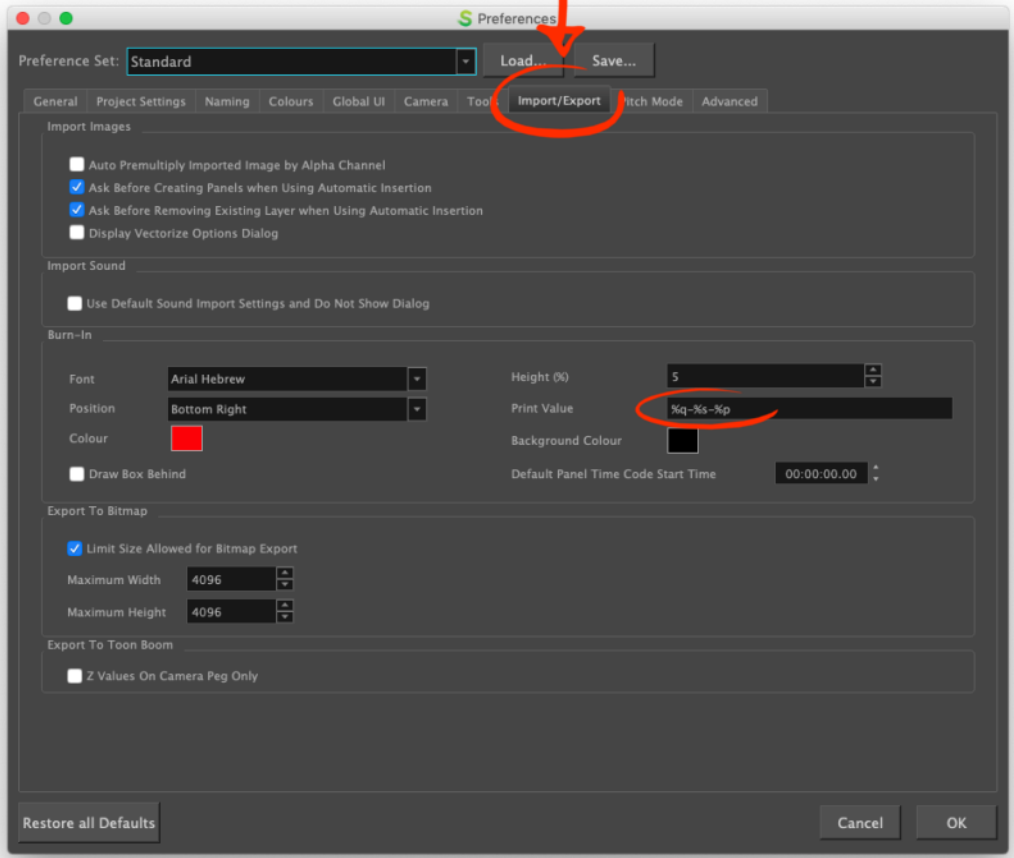
IF YOU ARE LOOKING TO EXPORT AN ANIMATIC, USE EXPORT TO MOVIE. YOU CAN CHECK WHETHER YOU WANT THE TIMECODE PRINTED, SCENE NUMBERS AND PANEL NUMBERS, CAMERA GRIDS, ETC IN THE SECTION



STORYBOARD PRO > PREFERENCES

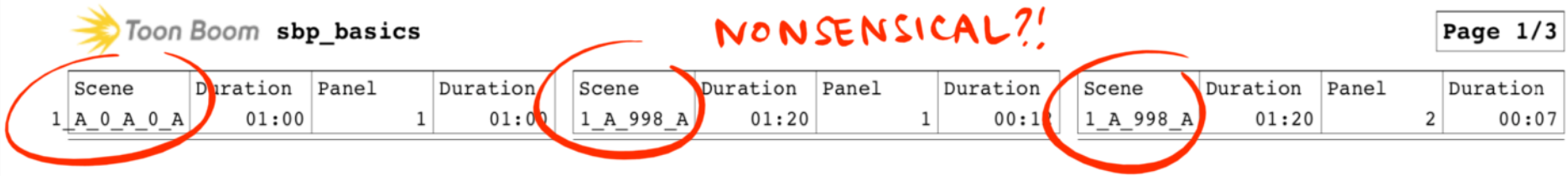
THIS IS WHERE YOU CAN ADJUST THE BURN-IN SETTINGS FOR YOUR VIDEO AND IMAGE EXPORTS

ON A PRODUCTION, THERE WILL LIKELY BE A STANDARD CONVENTION SET FOR THE WHOLE CREW, SO YOU'LL ADJUST YOUR SETTINGS TO WHATEVER THAT IS.



CLEAN UP YOUR SCENE NUMBERS!

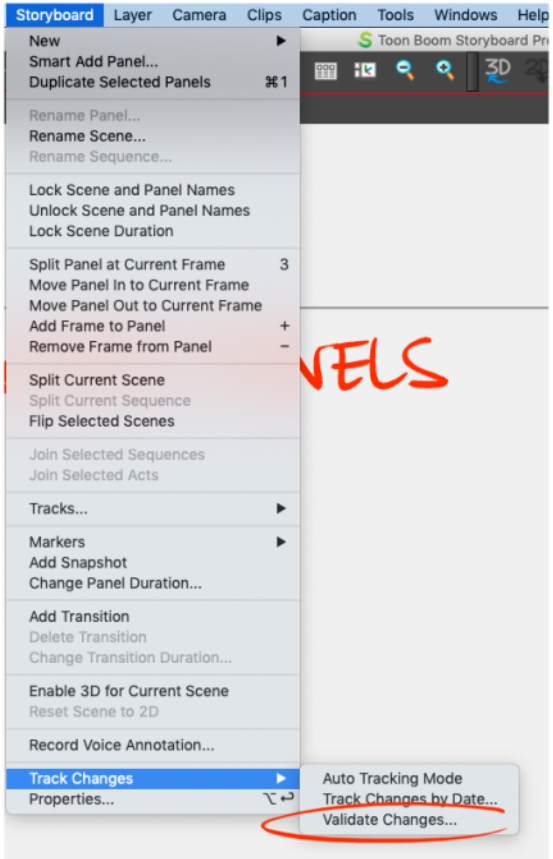
WHILE YOU'RE WORKING, IT'S COMMON FOR YOUR SCENE NUMBERS TO GET QUITE JUMBLED AS YOU'RE MAKING CHANGES, CUTTING, ADJUSTING, ETC.



MAKE SURE TO RENAME THEM TO BE COMPREHENSIBLE SO THAT 1) THE EXPORT DOESN'T COME OUT FUNKY AND 2) THE NEXT ARTIST DOWN THE LINE HAS AN EASIER TIME UNDERSTANDING YOUR WORK

STORYBOARD > RENAME SCENE > RENUMBER

TRACKED PANELS



WHEN AUTO TRACKING MODE IS ON, SBP WILL AUTOMATICALLY MARK PANELS THAT HAVE BEEN CHANGED WITH YELLOW.

YOU HAVE THE OPTION TO EXPORT ONLY TRACKED PANELS FOR .MOVS, PDFS, ETC.

TRACKED PANELS CAN BE TURNED OFF BY SELECTING <VALIDATE CHANGES>

SBP IS THE INDUSTRY STANDARD FOR TV PROD.

EVERY SINGLE SHOW WILL HAVE THEIR OWN PREFERENCES AND CONVENTIONS WITH FILES THAT YOU'LL LEARN WHEN YOU JOIN. BUT!! ONE GREAT WAY TO SET YOURSELF UP FOR SUCCESS & PREPARE FOR WORKING ON A PRODUCTION IS TO REMEMBER...

YOU ARE NOT THE ONLY PERSON WHO WILL BE TOUCHING & WORKING FROM THIS FILE.

REVISIONISTS! DIRECTORS! OTHER STORY ARTISTS!

GOOD FILE ETIQUETTE

- KEEP THE FILE SIZE SMALL. THERE IS NO REASON FOR YOUR FILE TO BE OVER 1GB.

- KEEP YOUR LAYERS REASONABLE.
  - LABEL THEM IN A LOGICAL MANNER, AVOID (A, A_1, A_1_1)
  - DON'T GO OVERBOARD AND HAVE AN ENTIRE ENCYCLOPEDIA OF LAYERS. EACH BODY PART DOES NOT REALLY HAVE TO BE ON ITS OWN LAYER.

HOW TO KEEP THE FILE SIZE COMPACT:

1. PROJECT MANAGEMENT > EXTRACT
   * CAN REDUCE SIZE BY OVER 90%
2. FILE > OPTIMIZE PROJECT
   * CAN REDUCE SIZE BY ~30%
3. REDUCE ALL UNNECESSARY BITMAP LAYERS & BRUSHES
4. DELETED UNUSED LAYERS
   * THERE IS A SCRIPT FOR THIS!

thank you :)